INFERNO

THE ODYSSEY CONTINUES™

PILOT'S HANDBOOK

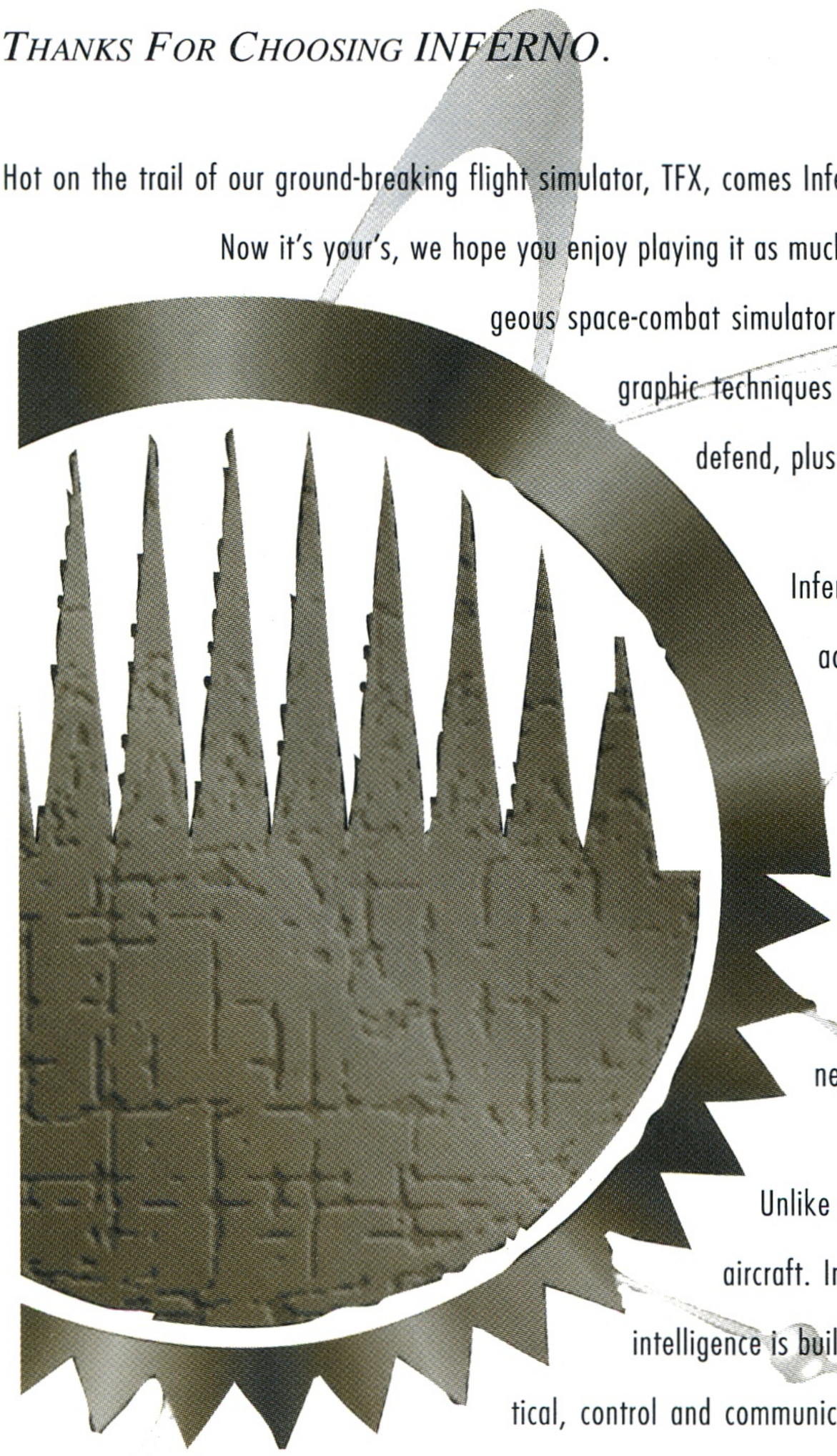
Sean O

INFERNO

THE ODYSSEY CONTINUES™

SPACE WILL NEVER BE THE SAME AGAIN

THANKS FOR CHOOSING INFERNO.



Hot on the trail of our ground-breaking flight simulator, TFX, comes Inferno - the space adventure that's light years ahead of its rivals. Now it's your's, we hope you enjoy playing it as much as we enjoyed making it. We set out to create the most outrageous space-combat simulator in the known universe, using some of the most up-to-date 3-D graphic techniques available. For you we have created an entire solar system to defend, plus the most powerful space fighter ever devised—the Inferno craft.

Inferno bombards your senses with a new type of fast-moving 3-D action, as you zoom from deep space to deep inside planet atmospheres and giant installations. The virtual cockpit recreates the roller-coaster sensation of fast, off-world combat. And if that's not enough, there's the evolutionary gameplay - an innovation that brings you truly absorbing and believable mission scenarios. Your actions determine how the future unfolds. And it's never the same twice!

Unlike a flight simulator, Inferno makes no attempt to mimic any known aircraft. In the world of Inferno, gravity is the least of your worries. Bio-intelligence is built right into the fabric of your ship. A plasma computer pulses tactical, control and communications data through the amorphous, polymetal skin. Propulsion and weapons systems defy all known laws. So will you!

Inferno is the next chapter in the Epic saga, in which your ancestors battled the Rexxon hordes while escaping a SuperNova that vaporized the homeworld. Now the nightmare is back to haunt your new home. Have you got what it takes to turn the tide. Or are you greener than a Rexxon?

It's time to find out. . .

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INFERNO

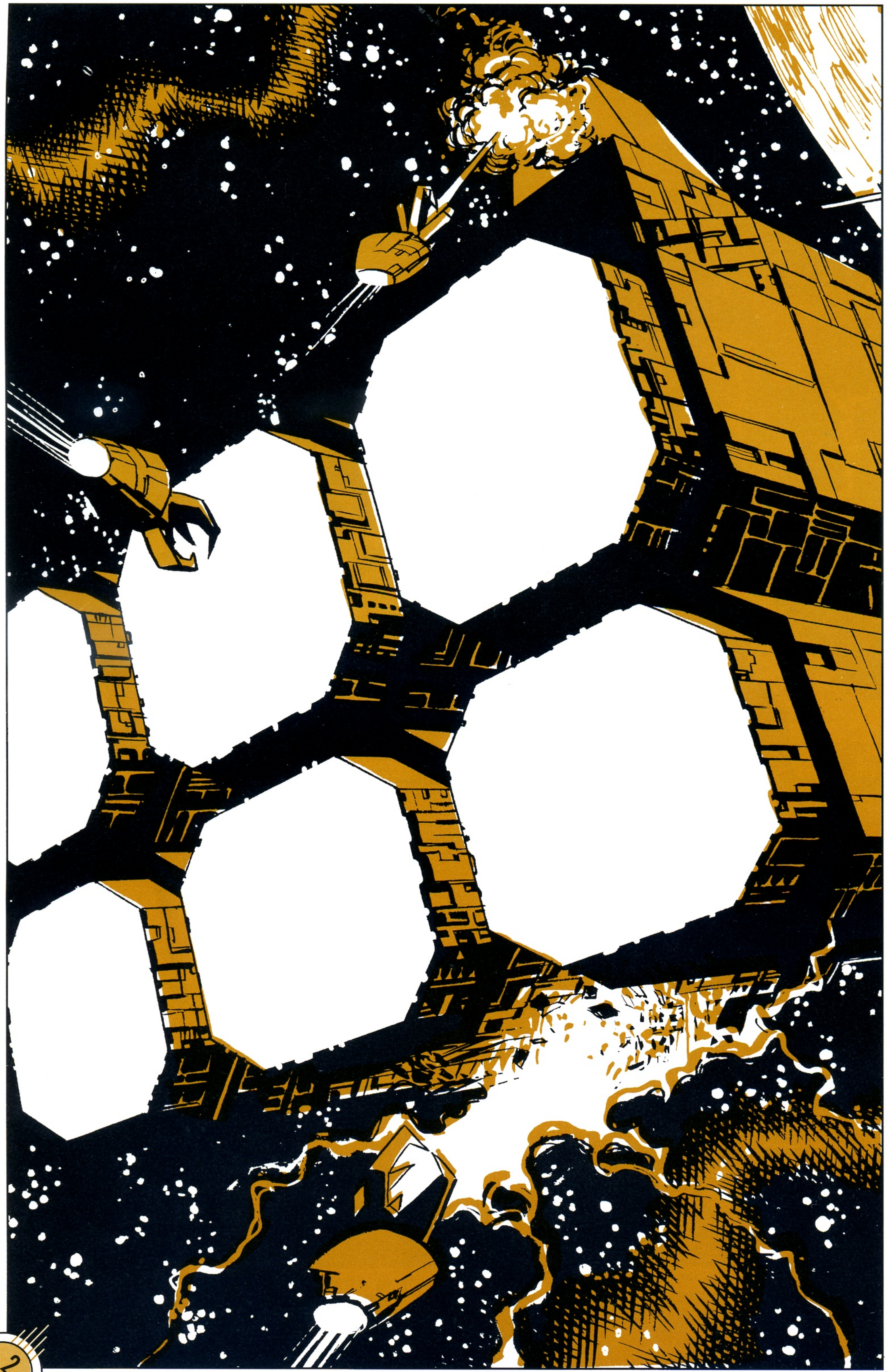
THE ODYSSEY CONTINUES™

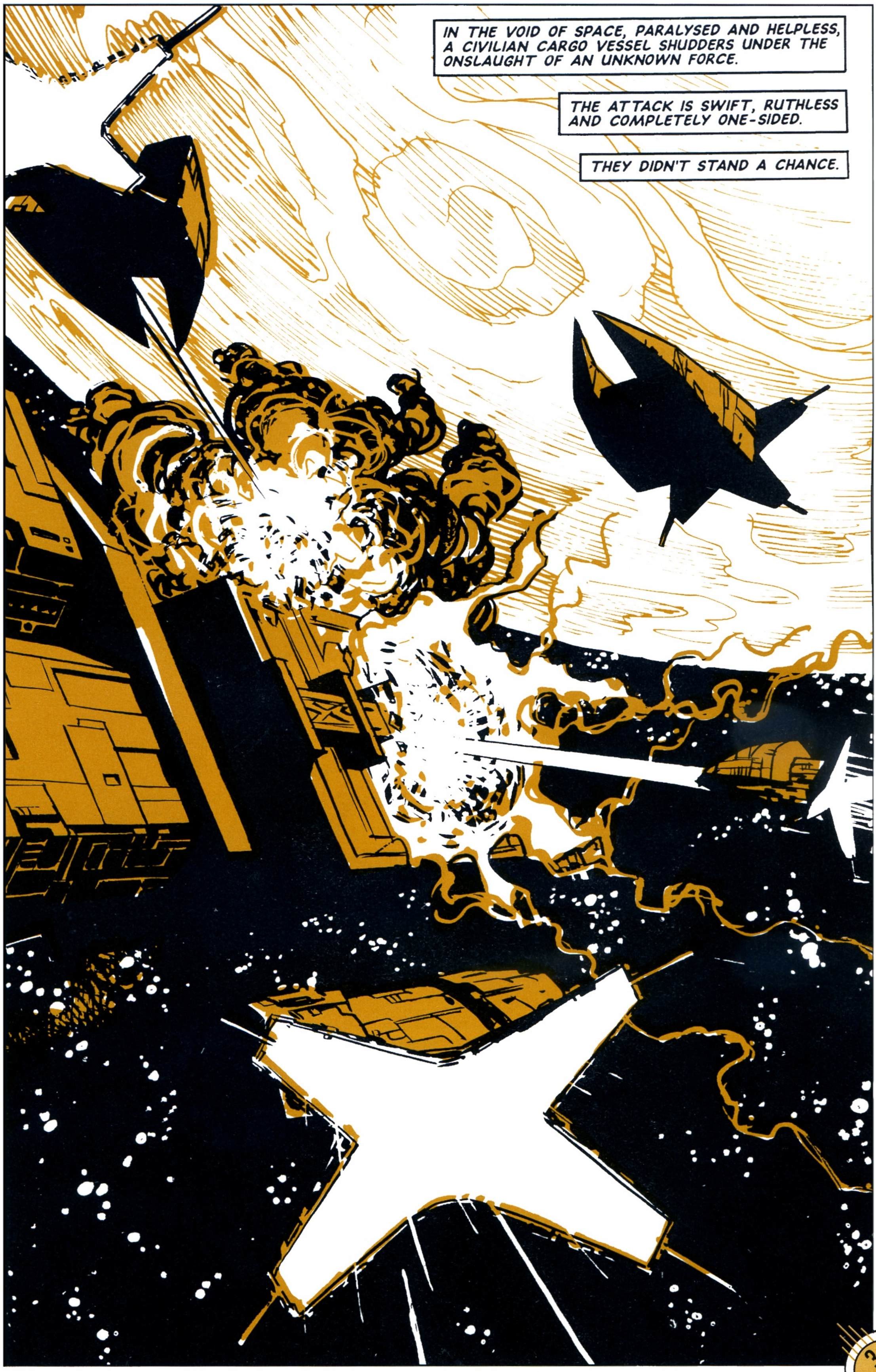
WE'RE UNDER ATTACK!

Absolute Zero: Installation and Manual Revisions

ACT 1

CREDITS : by Sean Phillips & Shaun Hollywood. Lettering by Steve Potter.




IN THE VOID OF SPACE, PARALYSED AND HELPLESS, A CIVILIAN CARGO VESSEL SHUDDERS UNDER THE ONSLAUGHT OF AN UNKNOWN FORCE.
THE ATTACK IS SWIFT, RUTHLESS AND COMPLETELY ONE-SIDED.
THEY DIDN'T STAND A CHANCE.

FINALLY THE YEARS OF PREPARATION ARE OVER.

SOON OUR FOREFATHERS WILL HAVE THE VENGEANCE THEY DESERVE.

THE REXXON EMPIRE WILL RISE AGAIN...

...AND THE UNIVERSE WILL BE MINE!

HEALTH WARNING: READ THIS FIRST

A very small percentage of people may experience epileptic seizures when exposed to certain patterns or flashing lights, for example on a TV or a computer monitor. This may also happen with people who have no prior history of epilepsy. If you or any of your family has an epileptic condition, please consult a doctor before playing Inferno.

STOP PLAYING THE GAME AND CONSULT YOUR DOCTOR IMMEDIATELY IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A COMPUTER GAME: DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, INVOLUNTARY MOVEMENTS OR CONVULSIONS.

INFERNO FIGHTER TECHNICAL BRIEF

CLASSIFIED: LEVEL ONE

GETTING STARTED

After reading the Technical Supplement and installing the game, type INFERNO at the C: prompt.

FLIGHT LOG

The opening screen will give you a retinal scan and ask for your name and call-sign. Fill these in, and they will both reappear in the 'Save Game' and 'High Score' slots.

TYPE OF GAME

After logging on to Inferno, the next screen will let you choose between instant arcade action or two styles of unique evolutionary gameplay developed especially for Inferno to keep you coming back for more.

THE DIRECTOR'S CUT

The full shooting match. And just like a good movie, you're never sure what's next or how it's going to end. Once you start, you'll follow a continuity of events determined by your own actions. The future will unfold before you, revealing new directions and possibilities.

EVOLUTIONARY

Here you get a chance to fly missions and decide for yourself how to conduct the battle. You'll make strategic decisions based upon the planetary map. Carry the fight to the places you think are the most important. But beware! Lose the wrong planets and you lose the battle.

ARCADE

As the name suggests, this is the place to drop into if you just want a quick blast. After the intro sequence, choose a simple or complex planet system from the planetary map. Now you will experience a mini-campaign based on a struggle for the chosen planet.

LOAD SAVED GAME

Thanks to the unique evolutionary gameplay of Inferno, failing a mission does not mean you have to do it all over again. Who's perfect, after all? That's why we recommend that you only save games at key points, so if you die you won't have to start from scratch again. To save, press ALT S when the Inferno logo appears or at the very beginning of the mission. Saving during gameplay will return you to the beginning of that mission. To load a saved game, simply click the left mouse button twice over the selected slot.

SAVING GAMES

If you must, press ALT S to enter the Save Game slots. To save a game, fill in a slot then press return. A slot is filled in by clicking one of the dotted lines with the left mouse button. To overwrite a slot already taken, simply click the left mouse button over the taken slot and a option to overwrite the slot will be given. To leave without saving, just press the EXIT button. Don't save games too often during Evolutionary Play or the Director's Cut. Your style mark will suffer!

BRIEFING

Briefings take place in the Emperor's chamber. He will tell you how you have done, how the conflict is going, and what you have to do next. These sequences can be skipped by pressing ESC, or the right mouse button. Press SPACEBAR or left mouse button to advance the next shot quickly. In Evolutionary and Arcade style games, you choose where to go.

Vital messages concerning specific mission objectives, key controls and in-flight options will be received in the cockpit display, and stored in NAVICOM for recall (see page 28 for details).

TAKE-OFF

Just press the (+) key to apply thrust and prepare to dodge any structures as you leave a ship or hangar.

DOCKING

TIP: When approaching a

Press D key when you near a Federation ship or structure

Federation installation, don't

and a virtual corridor appears in the sky. Flying through each

waste time looking for the

box earns you bonus points.

door. Just initiate the docking

If no sky corridor appears, you are badly aligned. Try again.

procedure and watch out for

If you press the A key once, you will initiate an AUTONAV1

the virtual corridor. Don't use

(AUTODOCK) procedure, although you will score no bonus

AUTONAV1 when under

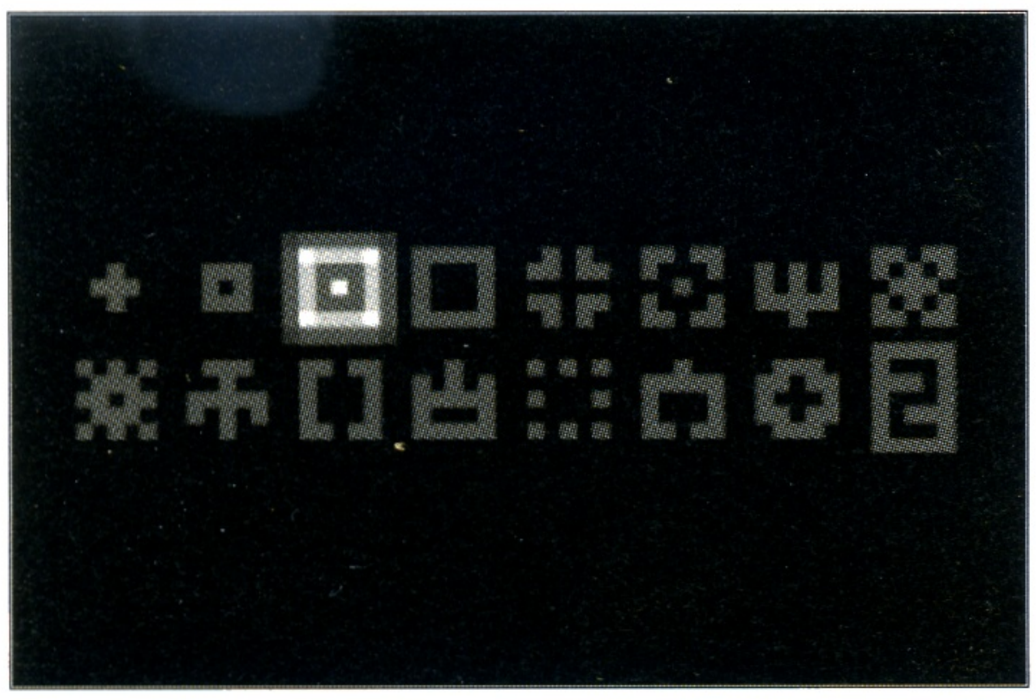
points. A message will appear if you are incorrectly oriented.

attack, because you are an

easy target.

SELECTING WEAPONS & COMBAT PODS

Press either ENTER or BACKSPACE to scroll through the weapons display (top row of icons above the cockpit sensor display). The three Lasers are on the left, followed by the three torpedo types and the special weapons. See "Inferno Fighter Overview' for details of when and where to use the weapons (See page 13).



TIP: If panic sets in during a

To reach your Combat Pods (reserve weapons, energy etc.)

dogfight, just switch to NAVI-

press DELETE to move to the bottom row of icons. Use ENTER

COM where time stands still

and BACKSPACE to scroll through the items, and SPACEBAR

and you may select Weapons

to choose a Pod. See Inferno Fighter Overview (See page

and Combat Pods at leisure.

13) for details of the Combat Pods.

To go back to Weapons Display press the INSERT key.

TARGET ASSIST

Key C locks the Target Assist shape onto an enemy. Lasers and particle-based weapons utilize a small circle. Particle-based weapons and Megadeth also have a predictor sight shaped like a cross. When the cross is small, you have a higher chance of scoring a hit fired at the central point. Guided weapons have a box shape which locks on to the target to show that the weapon may be fired. Pressing the C key successively cycles through the available targets. The locked target is visible on the 2-D cockpit scanner as a larger red box.

Press SHIFT C to lock on friendly craft.

FIRING WEAPONS

This depends on your controller. With the keyboard and two button mouse, press SPACEBAR, or press the middle button on a three button mouse. Otherwise, firing button one on a joystick should do the job.

SELF-RIGHTING

TAB automatically rolls the ship upright which is especially useful inside structures.

PICKING UP EXTRA COMBAT PODS

To help you finish missions, Combat Pods containing vital supplies such as extra weapons are teleported to strategic pick-up points. If you see a Combat Pod, press the P key. If you are close enough you will see what type of pod it is in your combat display, and it will be teleported aboard your craft (See Inferno Fighter Overview, on page 13, for details of Combat Pods).

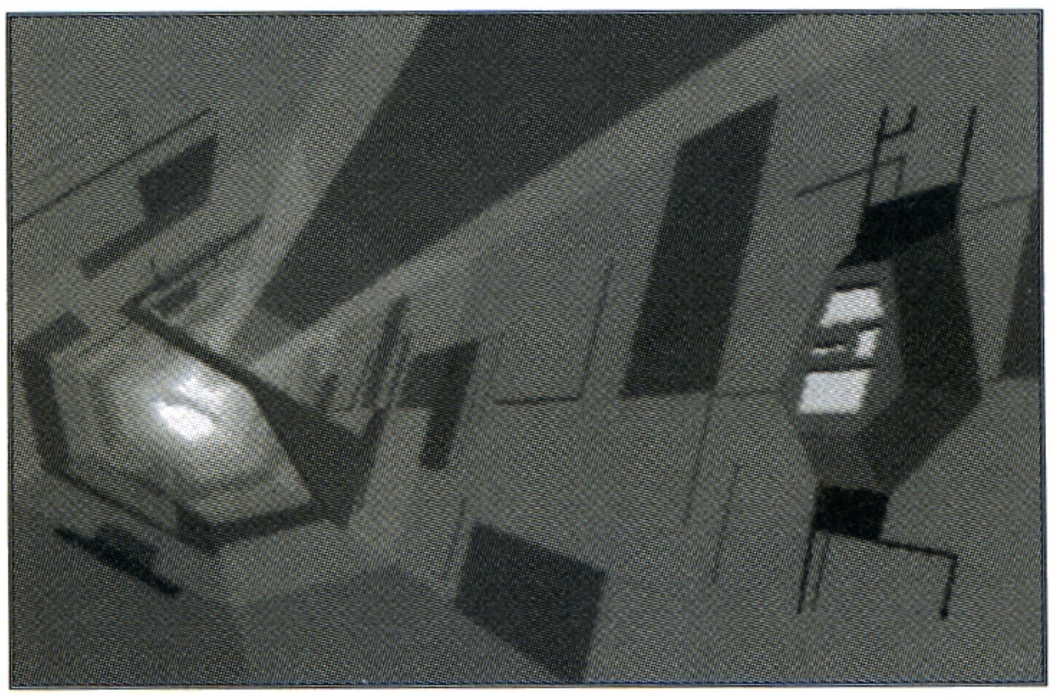
ENTERING REXXON CRAFT OR INSTALLATIONS

Whether it's a Rexxon ship, installation or occupied Federation territory, you'll have to shoot your way in. Try shooting the doors on Federation property. On some Rexxon ships and installations, you'll have to shoot at a collection of small objects on the craft or building to gain entry.

DOWNLOADING ALIEN MAPS

TIP: When entering a Rexxon installation or craft, the directional indicator always points to the map interface. Do not set a marker until you have picked up the data!

When you enter an alien spaceship, you have no maps. To acquire them you must seek a computer interface like the one shown, maneuver close and press the F key to download all that vital data. You can then navigate through the ship's internal structures.



DESTROYING SHIPS AND INSTALLATIONS

Every target has its Achilles heel, and it's up to you to find it. It may be a small door, or flashing beacon on a ship, Central Computer or Reactor.

With heavily defended targets, it's best to deal with the enemy guardians first. Once a destruct sequence has been initiated inside structures, get out fast!

AUTOPILOT

The A key will cycle through the three autopilot modes:

AUTONAV1 for auto-docking

AUTONAV2 for auto-combat

AUTONAV3 for auto-waypoint navigation.

The mode is indicated in the screen. Power and altitude settings are up to you (see NAVICOM, page 28 and 29 for details).

WARNING! Autopilot does not work inside structures.

REGENERATION AND TRANSPORTATION

Thanks to your little brush with the Rexxons, you are the first human who can withstand the new Ray-TECH teleportation process, which normally works only with inorganic objects like Combat Pods. However, teleport more than three times and you may be exiled to the Information Vortex. To teleport more times, you must pick up Rexxon Regen Chemicals from alien craft and installations (same procedure as acquiring Combat Pods).

LAST MESSAGE REPLAY

The M key displays the last message received, just in case you missed it or lost track of the action! All messages can be accessed in chronological order via the NAVICOM display.

PLANETARY APPROACH

If a message reads fly to a planet surface, accelerate to maximum velocity and fly towards it. A message tells you that planet approach has been initiated, and the planet suddenly grows larger. To abort this sequence, veer sharply away from the planet.

LEAVING PLANETS

If instructed to do so, leave the planet by pointing skyward and accelerating.

WARNING! If you are on a planet with a shield, find an open door or open one by shooting at the flashing beacon with a laser.

SUICIDE BUTTON

Press ESC key twice if you are just too green to handle the action. Chances are you will regenerate anyway, although the Federation Elders won't be too pleased. Remember, you don't always have to succeed in Inferno, so don't take failure too hard!

SCORING AND STYLE MARK

A big part of the challenge is to see how many points you can score. Basic scores correspond to: missions completed; aliens destroyed; skillful docking procedure; flying through combat pods to pick up extra stores instead of beaming the contents aboard.

Those who care about image will care about the style mark. This is awarded for successful completion of levels, for smooth flying and for weapons economy. If you are really good, you may obtain a style value of 100 (but we doubt it).

WARNING: Saving games too often is bad form for real Inferno fighters. You will be penalized accordingly.

PENALTIES

Shooting friendly Federation ships and installations is bad form. So is excessive use of AUTONAV modes - especially AUTONAV2 (AUTOCOMBAT), which steers you behind your enemies. Use it sparingly. If you shoot animal life on a planet, you are lower than the Rexxon scum. Points will be slashed for such dastardly conduct. Spending time finding unnecessary Combat Pods may also jeopardize your chances of successful mission completion!

QUITTING INFERNO

Press SHIFT Q to leave Inferno altogether. A dialog box appears. Press Y to leave, N to return to the game where you left it, or RESTART to begin all over again.

ACT II

THE HUMANS ARE SUCH WEAK AND FEEBLE CREATURES.

YET THEY POSSESS A RARE STRENGTH OF SPIRIT.

THEY HAVE A CHAMPION. HE INSPIRES THEM, WITHOUT HIM WE COULD CRUSH THE HUMANS EASILY.

SOON ALL THE PIECES WILL BE IN PLACE. THE HUMAN CHAMPION WILL BE IN OUR GRASP. HIS MIND WILL THEN BE OURS TO CONTROL!

THE ATTACK ON THE CIVILIAN VESSEL WILL NOT GO UN-NOTICED. NO DOUBT HE WILL BE SENT TO INVESTIGATE.

LITTLE DOES HE KNOW OF THE FATE THAT AWAITS HIM THERE!


THROUGH HIM WE SHALL ENSLAVE THE REST OF HIS MISERABLE SPECIES!
GO NOW MY CHILD. BRING HIM TO ME!

MEANWHILE...

YOU'RE HERE AT LAST. WE HAVE A CRISIS SITUATION DEVELOPING IN SECTOR 13.

ONE OF OUR CIVILIAN CARGO SHIPS HAS BEEN ATTACKED AND OUR NEARBY COLONISTS ARE BEGINNING TO PANIC.

IS THERE ANY NEWS OF SURVIVORS?

WE DON'T KNOW. TRANSMISSIONS STOPPED ALMOST IMMEDIATELY.

ACTION AT LAST! I SHALL LAUNCH STRAIGHT AWAY!

SHORTLY...

THERE'S THE SHIP, WHAT'S LEFT OF IT. LOOKS PRETTY QUIET THOUGH. TOO QUIET.

THE SENSORS ARE PICKING UP WEAK LIFE SIGNS.

THAT MEANS THERE MUST BE SURVIVORS!

I MUST GO ABOARD. THEY CAN'T JUST BE LEFT TO DIE ON THAT FORSAKEN WRECK.

DOCKING PROCEDURE INITIATED...

I'M GOING IN!

ATTENTION.. ATTENTION!

What you are about to read is highly sensitive information.
The technical specifications of your Inferno craft are TOP SECRET.

The Inferno craft is a single-seat astro-fighter with combat capability in all planet atmospheres and inter-planetary space. Its range is the entire span of the New Terran System, with limited intercept and strike ability beyond the orbit of the outer planets.

In space, an Anti-Gravity Amplifier (AGA) drive provides velocities that would make NASA green with envy. Effectiveness falls outside the Solar System due to lack of solar gravity. In planetary atmosphere, the AGA becomes a particle accelerator, forcing gas or liquid molecules through a ramjet to achieve high supersonic velocities. In thinner planet atmospheres, highest speeds are possible (see Solar System for detail of atmospheres).

The AGA also provides the power to charge the Laser weapons and shields.

In combat, a loss of energy will affect all these systems. The Inferno craft's shields are of the Ion Barrier type.

LENGTH: 8 meters.

WINGSPAN: 7.5 m.

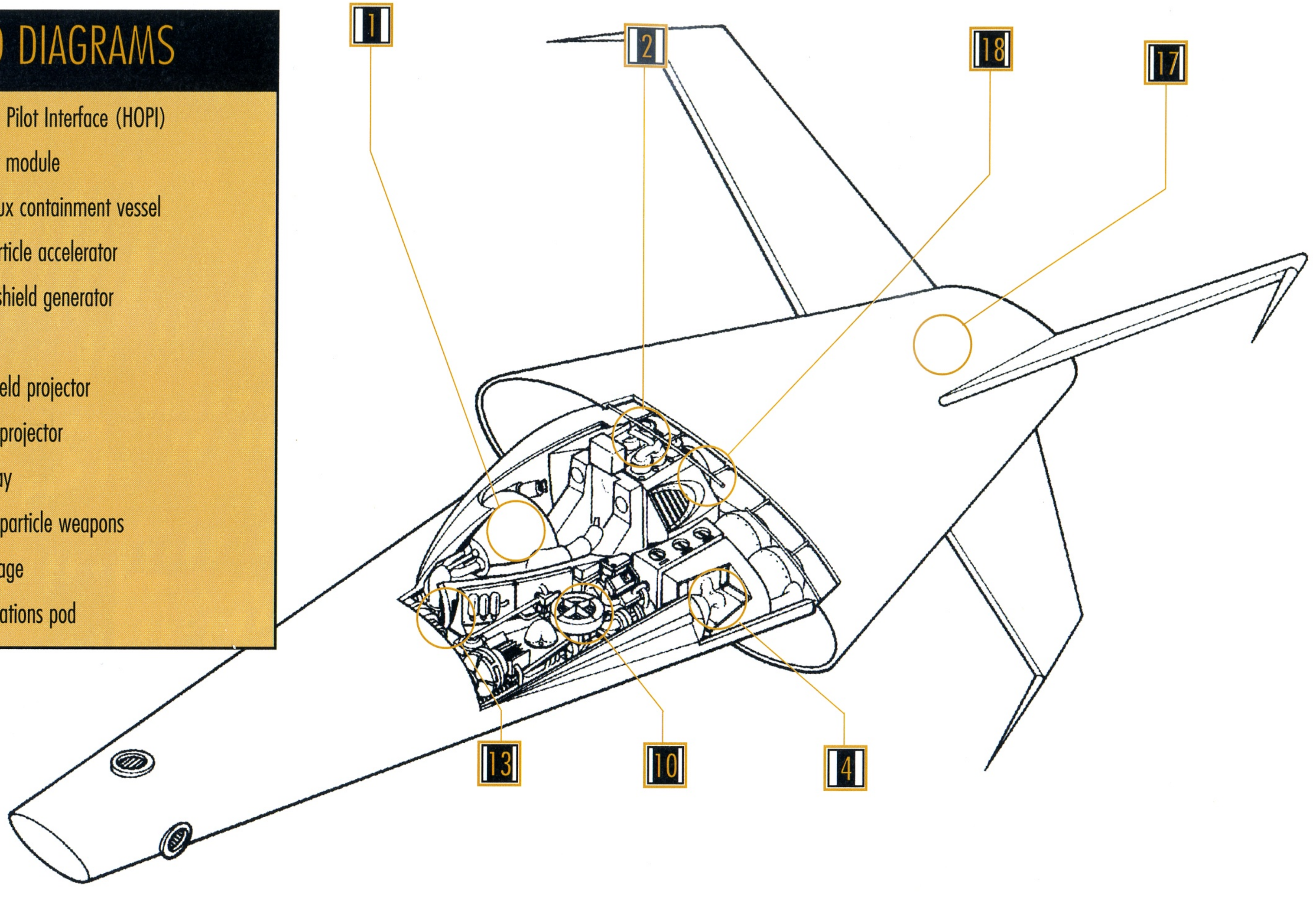
COMBAT WEIGHT: 14,000 kg.

NOW TURN THE PAGE

To delve ever deeper into the complex and awesome capabilities of your Inferno craft.

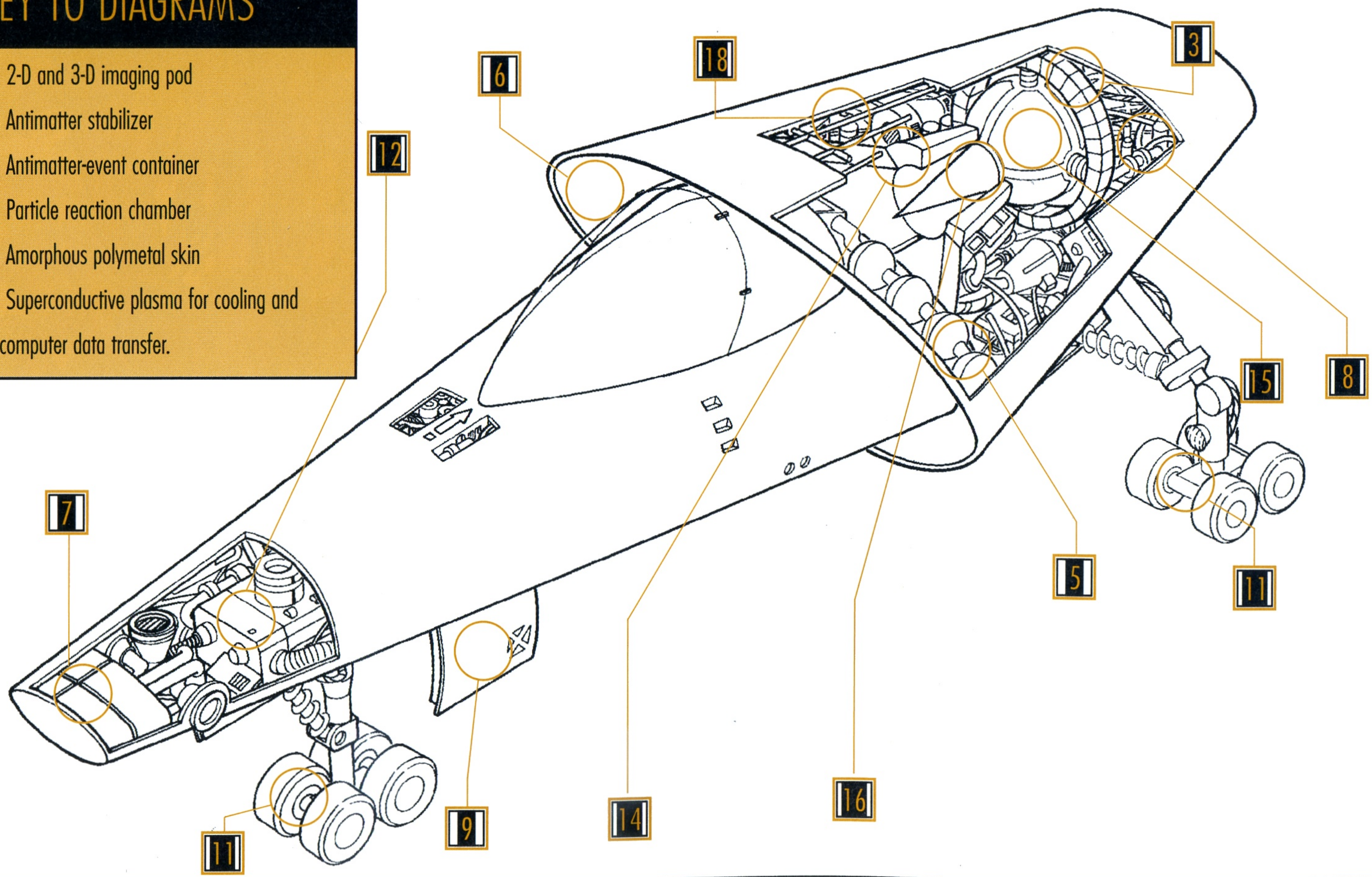
KEY TO DIAGRAMS

1. Holographic Pilot Interface (HOPI)
2. Life support module
3. Magnetic flux containment vessel
4. Charged particle accelerator
5. Ion barrier shield generator
6. Duct array
7. Forward shield projector
8. Rear shield projector
9. Weapons bay
10. Laser and particle weapons
11. Undercarriage
12. Communications pod



KEY TO DIAGRAMS

13. 2-D and 3-D imaging pod
14. Antimatter stabilizer
15. Antimatter-event container
16. Particle reaction chamber
17. Amorphous polymetal skin
18. Superconductive plasma for cooling and bio-computer data transfer.





ACT III

WHAT DARK FORCES COULD HAVE PERPETRATED SUCH HORRORS AS THESE?

IF I COULD GET MY HANDS ON WHOEVER DID THIS, I'D...

BEEP! BEEP!

...BUT WAIT! MY SENSORS ARE PICKING UP WEAK SIGNALS AHEAD.

NEARLY THERE, THEY SHOULD BE JUST AROUND THIS CORNER.

OH, MY...

BUT IF THESE POOR FOOLS ARE DEAD... WHAT COULD ACCOUNT FOR THE LIFE SIGNS ON MY SCANNER, UNLESS...


OUR HERO IS UNDER ATTACK BY ALIENS.

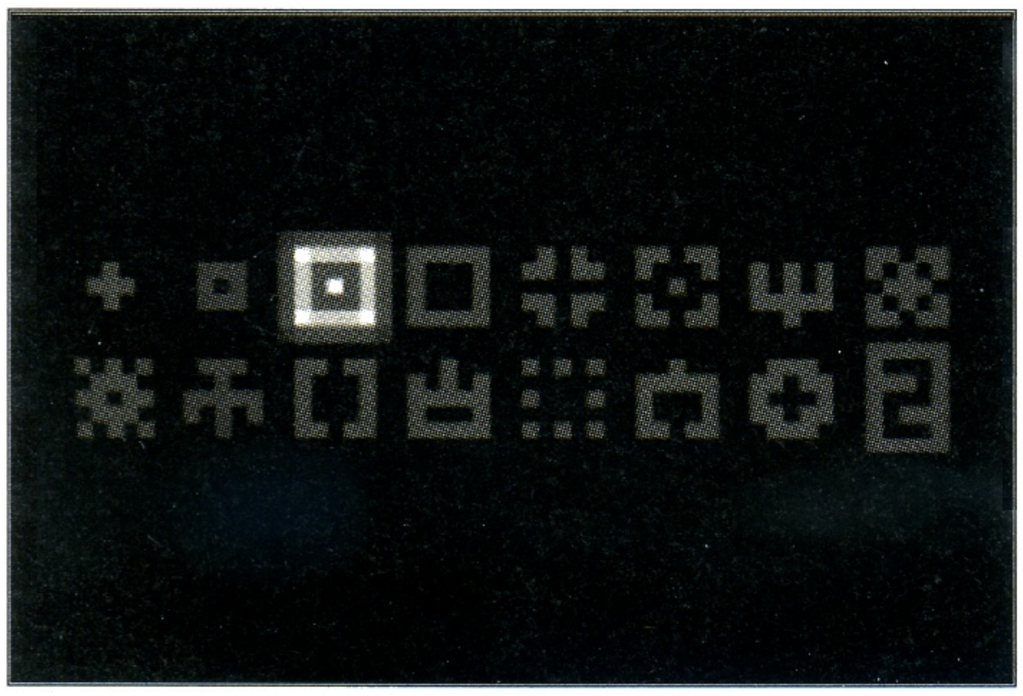



WHAT THE..?

WEAPONS

Inferno carries a variety of weapons. Laser one will last as long as your energy reserves. A fixed number of particle-based weapons are available, and like other weapons, must be replenished by acquiring Combat Pods during the missions. Weapons are described from left to right on the cockpit weapons display.

TIP: Don't get caught in the destructive blast of your own weapons, as this will damage your shields severely.



LASER ONE: Beam-based continuous fire, and the best for close combat. However, it drains your energy the fastest.

LASER TWO: Charged particle-based, which is harder to fire accurately at fast-moving targets, but saves energy. The predictor sight will assist accuracy. The Predictor sight is shaped like a cross. When the cross is small you have a higher chance of scoring a hit fired at the center point. If the cross is large, don't waste your energy shooting.

LASER THREE: A charged-particle, mega-pulse blaster which is useless for fast-moving targets but lethal on slow-moving or stationary targets. The predictor sight will assist accuracy.

PLASMA TORPEDO ONE: Short-range, high agility close-combat projectile.

PLASMA TORPEDO TWO: Medium-range homing projectile.

PLASMA TORPEDO THREE: Long-range, fire-and-forget weapon with high-yield warhead and smart proximity detonator.

Tip: When approaching the combat zone, begin by using Torpedo Three. When closing switch to Torpedo Two and then Torpedo One for dogfights. Kill as many as you can before resorting to lasers. Laser One is best for dogfights, but it uses a lot of energy. If this is running low, switch to Laser Two. Save Laser Three for the slow moving or stationary targets. Use the Cluster for certain kills and Megadeth for the biggest targets.

CLUSTER WEAPON: A multiple-warhead guided weapon that splits up and attacks its target from many directions to ensure a certain kill.

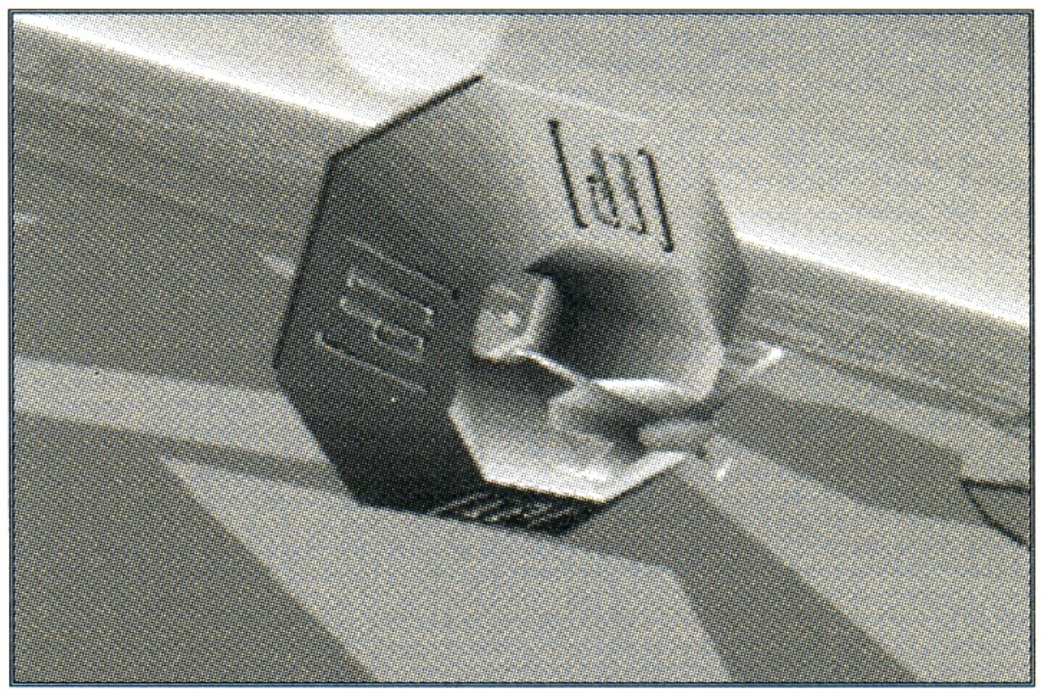
MEGADETH: Your most potent weapon. It is a non-guided anti-matter event. And the predictor sight will assist with its accuracy.

COMBAT PODS

Strategically placed to help you complete missions, Combat Pods are acquired by flying close and pressing P. You may store up to nine of each Pod type. More points are awarded for flying through the pod, but remember the time penalty!

WEAPONS THREE: Replenishes Cluster and Megadeth weapons.

WEAPONS TWO: Replenishes Torpedoes.



WEAPONS ONE: Replenishes Lasers two and three.

INVINCIBLE SHIELD: Your most potent defense. It makes you very solid, you can ram the enemy to destroy them. At least, until the effect wears off after one minute.

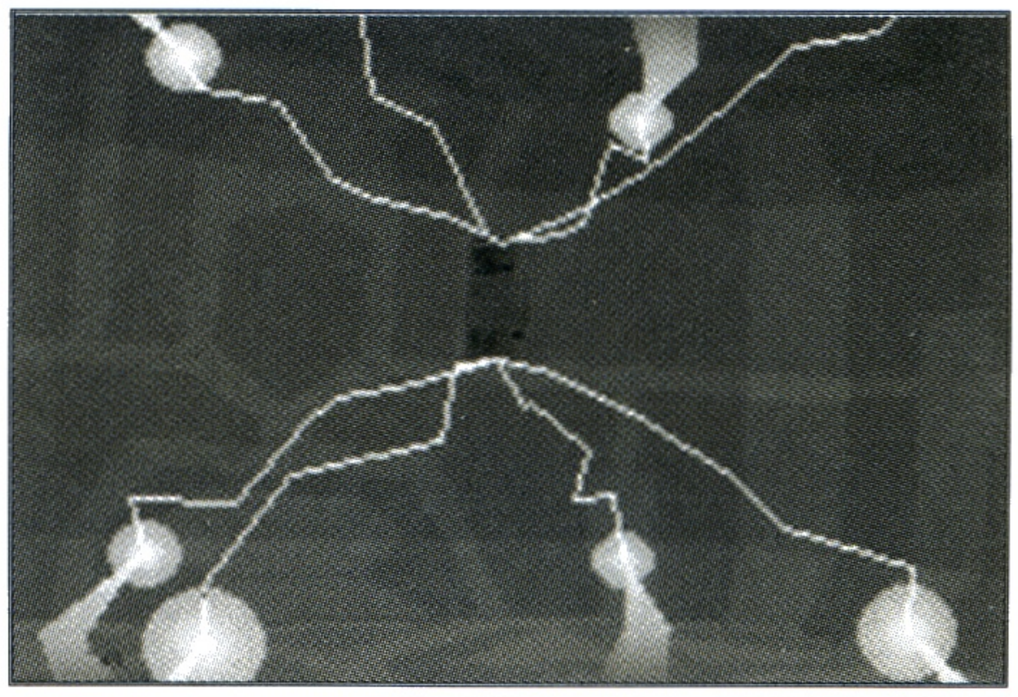
TIP: The Invincible Shield is a big help when entering the mayhem of Rexxon installations and craft.

NRG: Energy to boost the drive and all lasers.

SHIELD: Energy to boost shield protection.

TURBO: Allows you to travel at twice the normal maximum velocity. Ideal for covering large distances without wasting time. When you feel the need for speed inside installations, don't use turbo if you want to see Terranova again. Turbo can be used with AUTONAV3. If you want fast, accurate travel but don't mind the autopilot penalty.

REGEN CHEMICALS: To keep surviving teleportation, you must pick-up these alien Pods. A maximum of three are allowed. When you have less than three lives, you will be able to find the Pods inside Rexxon craft. Clues will be given when they are available. Remember, without sufficient chemicals, you may be stranded in the Information Vortex forever.



INSIDE THE COCKPIT

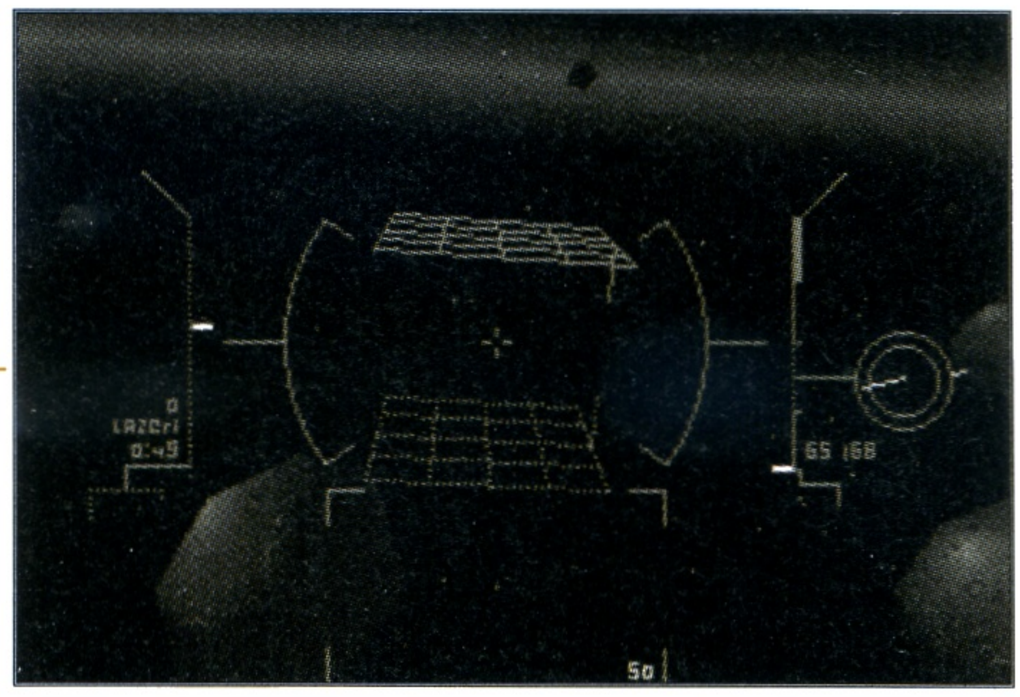
HOLOGRAPHIC PILOT INTERFACE - HOPI

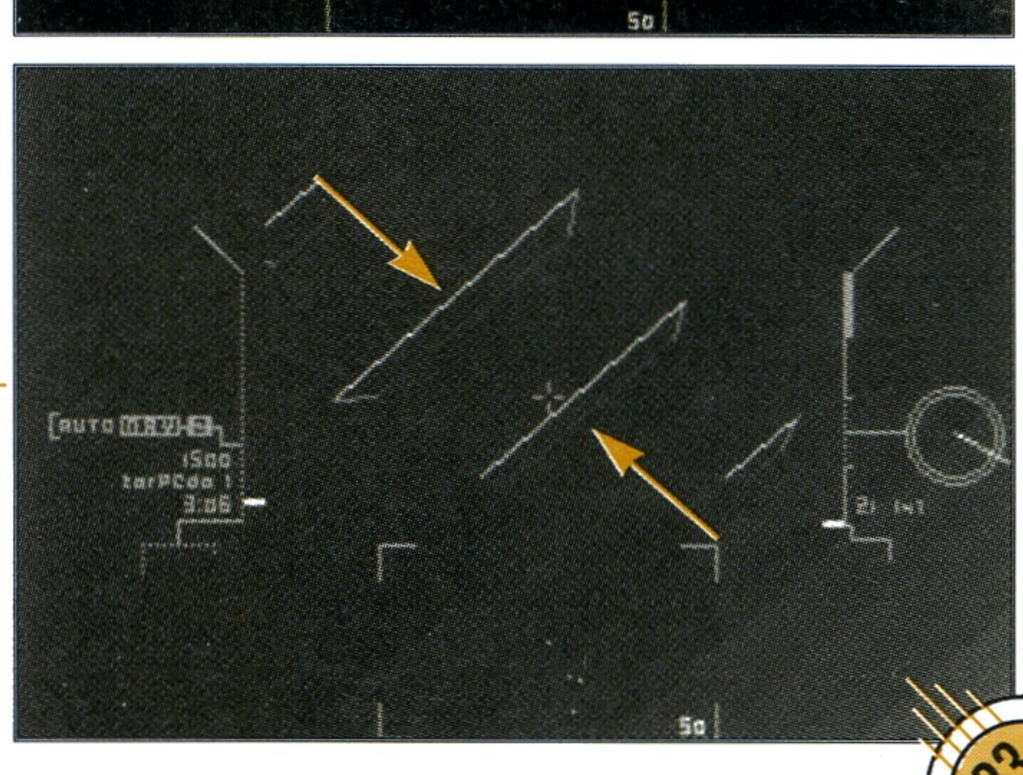
Projects data before your eyes to help you fly and fight. There are three modes available:

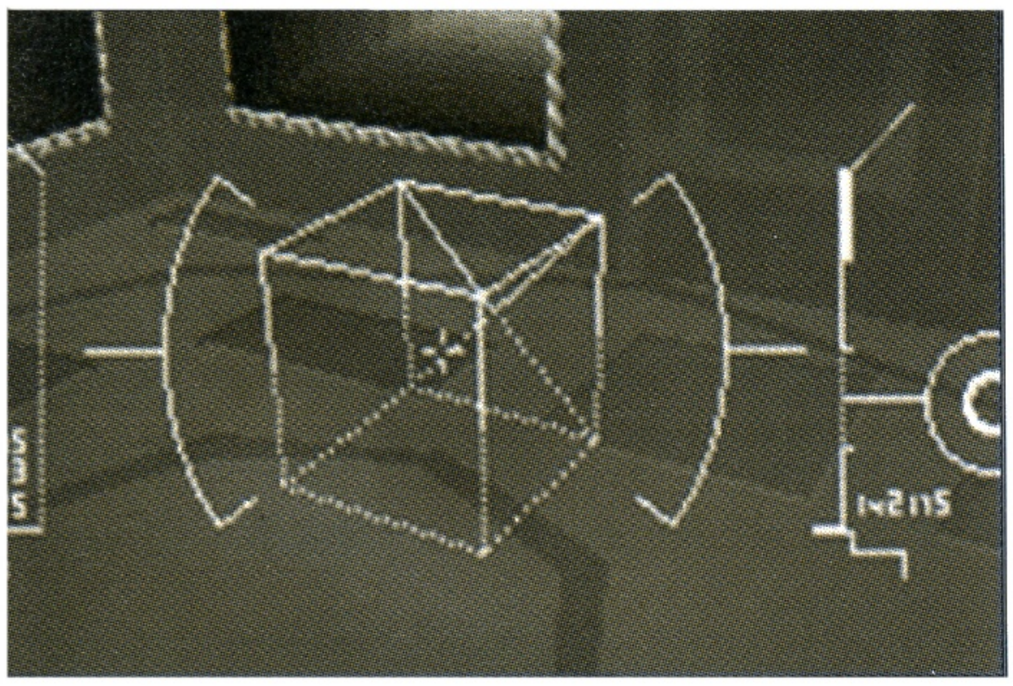
THE GRID: HOPI SPACE MODE: When in space, the closer you are to the combat zone, the further the grids move apart. The dotted grid represents DOWN. The vertical line indicates the direction of the Solar Meridian (SM) - the equivalent of North in the entire Solar System (see Solar System for details).

If the grids close, the Solar Meridian line points the way to the combat zone.

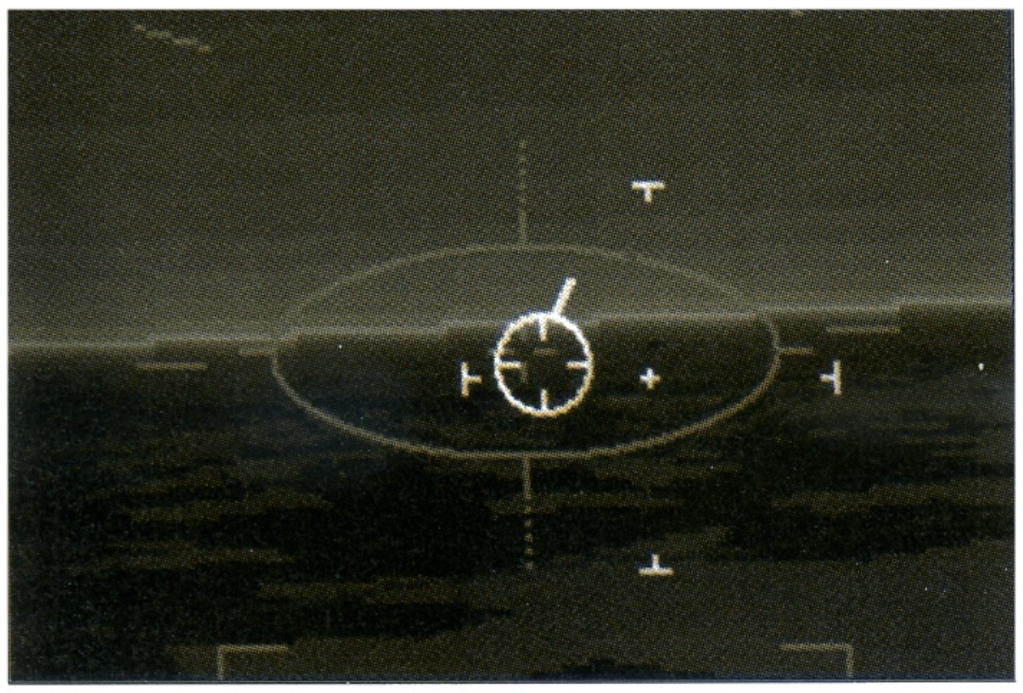
THE BAR: HOPI PLANET MODE: When on a planet or moon, the bars indicate pitch in 10 degree steps, and your attitude to the horizon (roll). At steep angles, the bars assume a 3-D shape to assist orientation. The dotted bars show you are travelling downward.



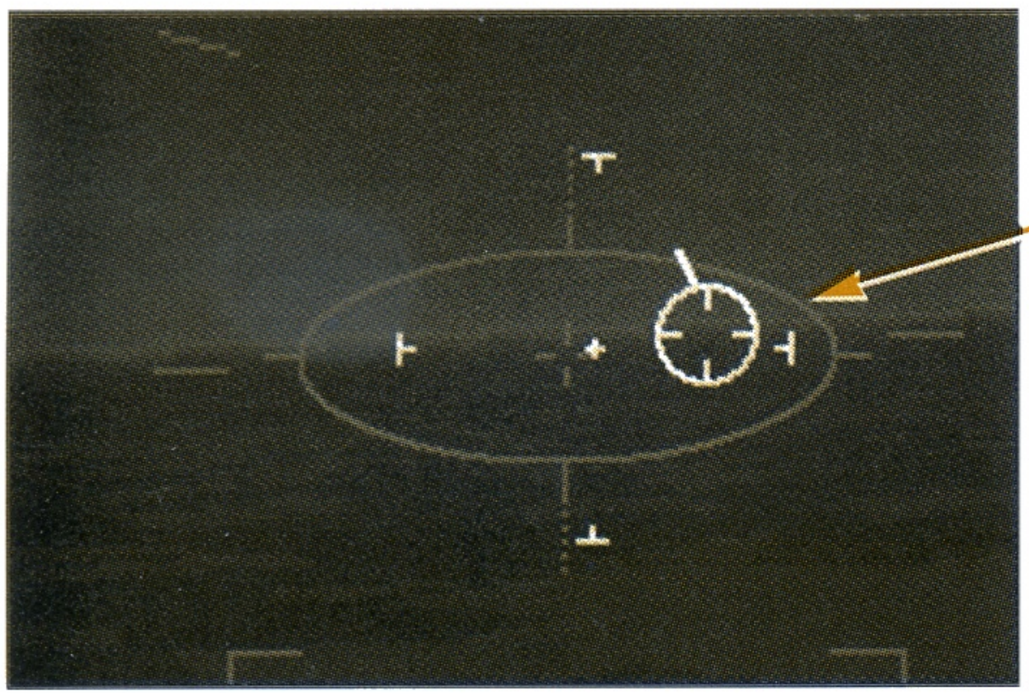




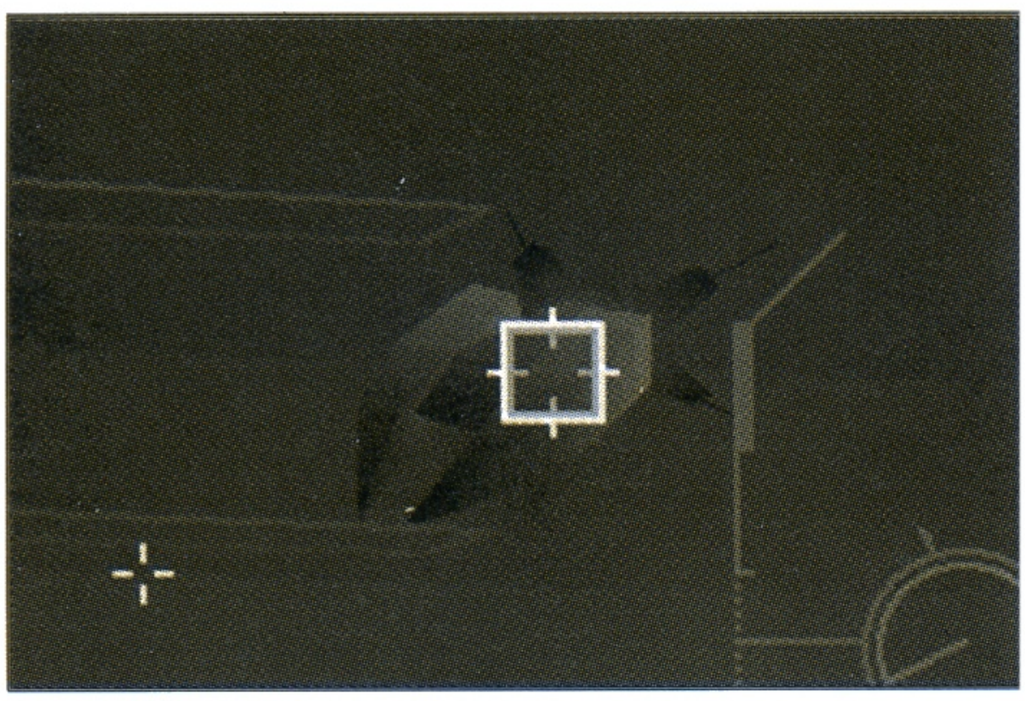
THE CUBE: HOPI CORRIDOR MODE: When flying inside structures, a box helps you orient yourself. Down is indicated by the dotted side of the cube, and the X indicates the direction of the Solar Meridian.



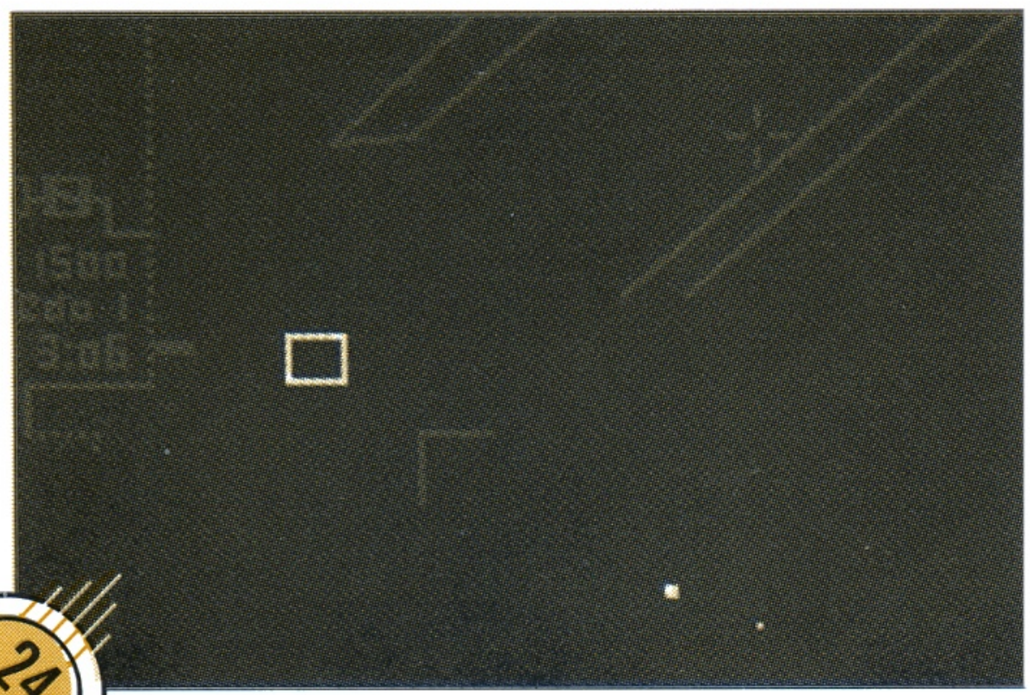
TARGET ASSIST: When using non-guided lasers and particle-based weapons, a small circle surrounds the target being tracked. Use Key C to select enemy targets, and SHIFT C to pick friendly targets (such as training drones). A line extending from the circle shows the direction in which the target is travelling. The length of the line shows how far you are from the target.



PREDICTOR SIGHT: Particle-based weapons and Megadeth also have a predictor sight shaped like a cross. When the cross is small, you have a higher chance of scoring a hit fired at the center point. If the cross is large, don't waste your energy shooting.

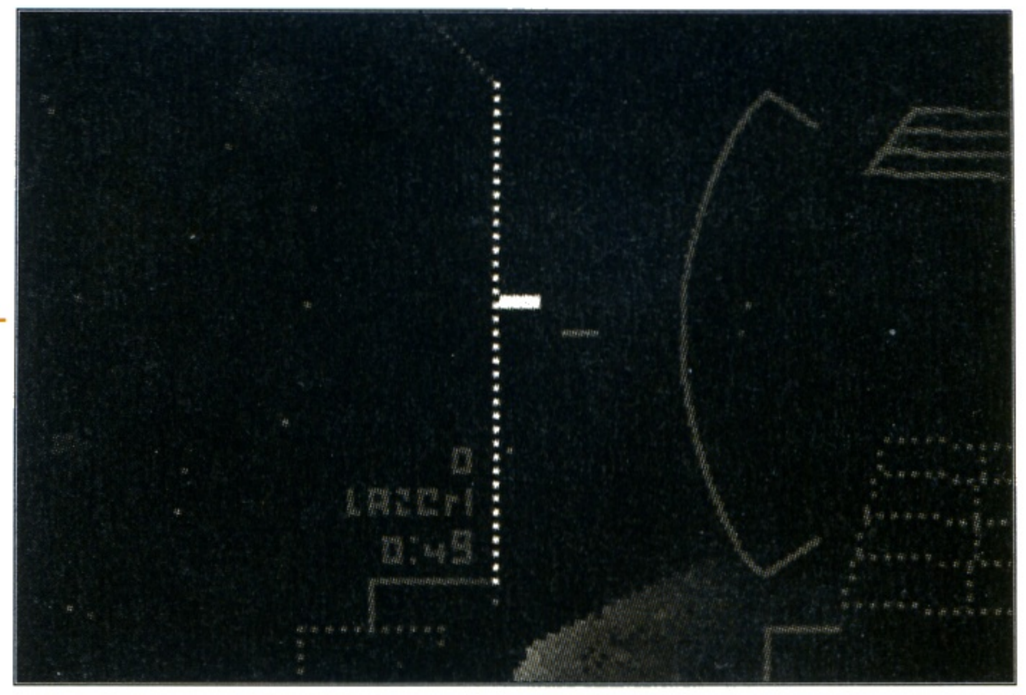


TARGET DIRECTION iNDICATORS: When using guided torpedoes and other projectiles, a box locks-on to your target. A distinctive sound also accompanies a target assist and lock-on. If you fire before a target is locked, press C to try and obtain a lock. Otherwise, the weapon is wasted.

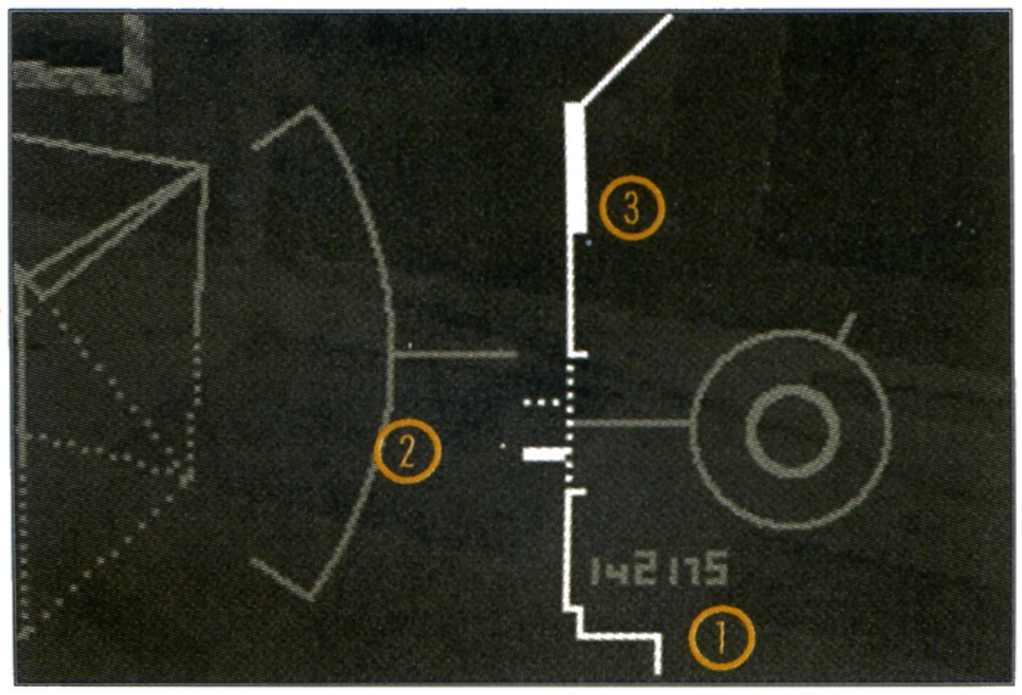


TARGET DIRECTION INDICATORS: To find an enemy who is out of view, the little red box that moves around the HOPI points the way to go.

ALTITUDE SCALE: Shows your altitude relative to the combat zone in space and on the ground, when on a planet (lower and upper reaches of the scale respectively).

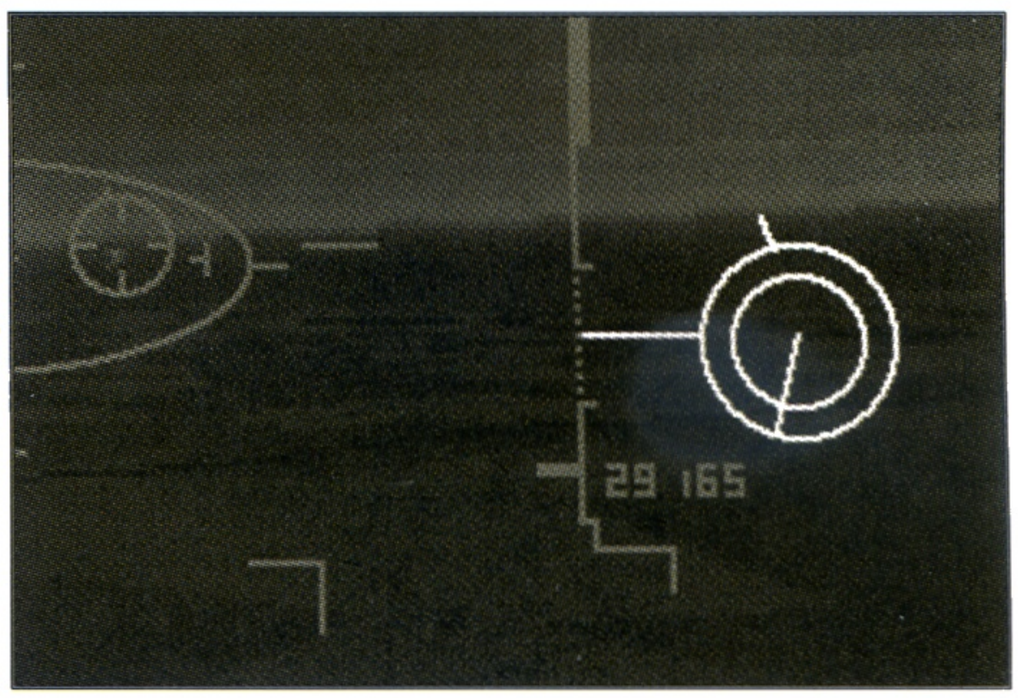


SPEED SCALE: Three power-bands: One is mainly for close-combat, two for cruising, and three for making your eyes water. Two bars slide up and down the scale: the fast-moving one shows thrust; the other velocity. Remember Turbo for fastest travel.



DIRECTIONAL INDICATOR (COMPASS)

This is the Inferno equivalent of a compass. Instead of North, it uses the SM as a reference direction (see Solar System, page 41), shown by the short line outside the compass. Bearing to waypoints is shown by a line inside the compass circle (see NAVICOM, page 28). As you approach a waypoint, extra circles indicate proximity. A thick circle means you are over the waypoint.



SYSTEM INDICATORS

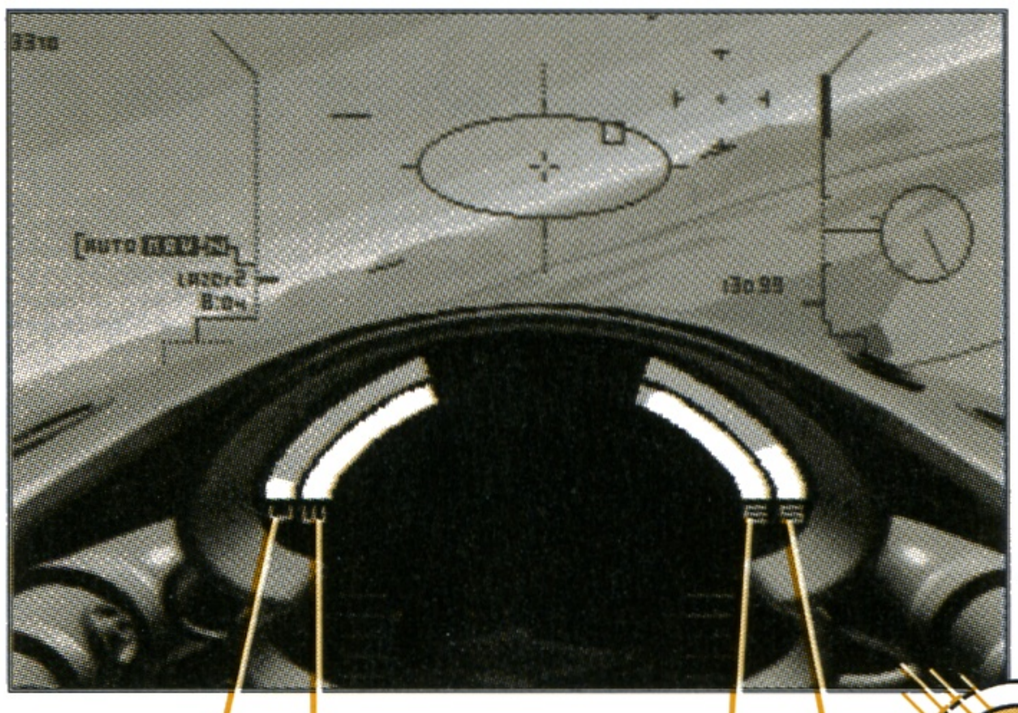
Showing important status information about the Inferno craft.

V - VELOCITY: Works like a car rev counter, showing you acceleration in each power band.

S - SHIELDS: When hit, the indicator will fall and should recharge. However, it may not, so beware!

E - ENERGY: Full energy gives you top thrust, maximum shielding, and supreme laser burn.

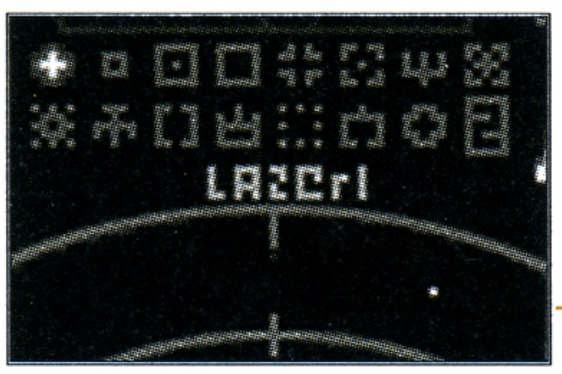
W - WEAPONS:Indicates power available for energy-based weapons. As you fire lasers, the level will drop slightly, but should recharge. If it doesn't, it's time to quit or find some Combat Pods.



WEAPON DISPLAY

From left to right shows lasers, torpedoes, the Cluster and Megadeth weapons. Toggle through the icons with ENTER and BACKSPACE, and the selected weapon is highlighted and named in the HOPI. See page 22 for details.

Press DEL to move to the Combat Pod display below (See also NAVICOM).



COMBAT POD DISPLAY

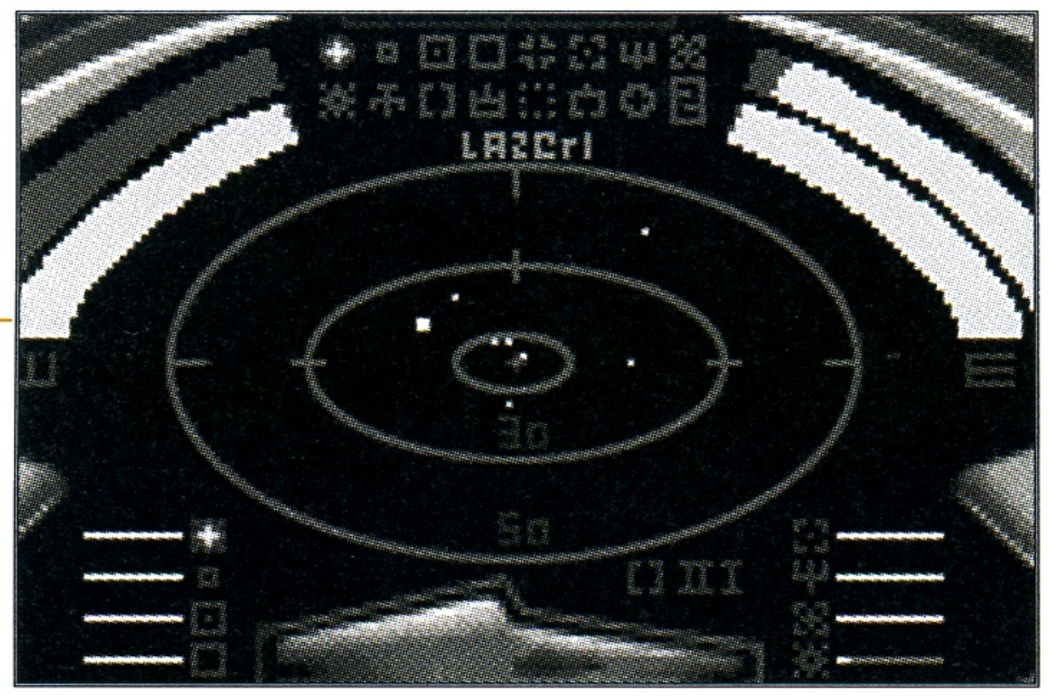
Toggle through the icons with ENTER and BACKSPACE, and the selected Combat Pod is highlighted and named in the HOPI. Press SPACEBAR to select a Pod, and INSERT to return to the Weapons display. (See also NAVICOM).

SENSOR DISPLAYS

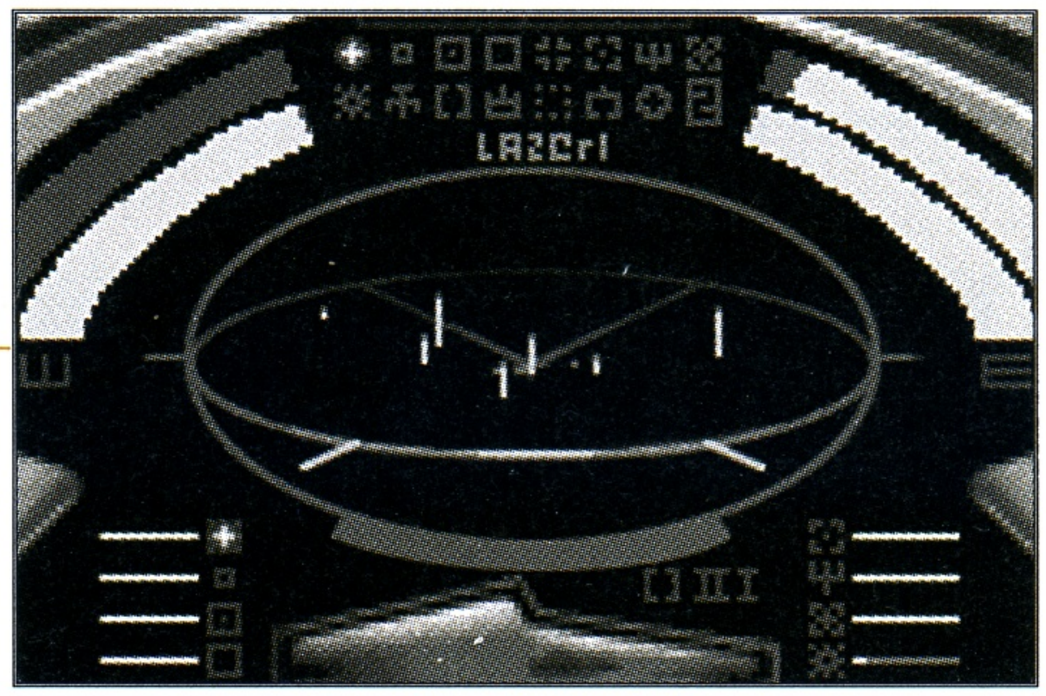
A Multi-Function Display (MFD) gives access to three sensor modes. Use the 'T' key to toggle through the sensor types.

2-D SENSOR: An easy-to-read, 360 degree radar picture of enemy activity, with you at the center. The R toggles the relative ranges between 50 and 1 geometric units. Large red squares indicate a lock-on with the targeting-assist device. Some Federation craft and installations can be detected on this scanner.

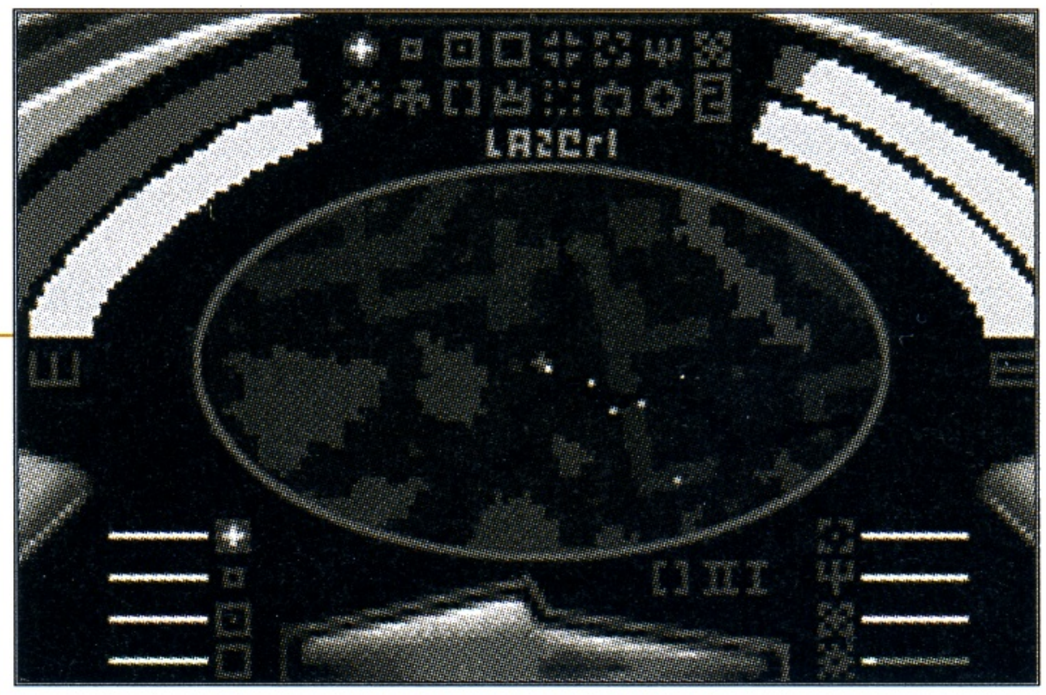
Tip: The 2-D sensor is most useful in combat situations. Use the 'R' key to select the optimum range. The 3-D sensor helps you find installations and check the altitude of enemy formations. The SID gives visual clues on the location of the enemy in planet terrain.



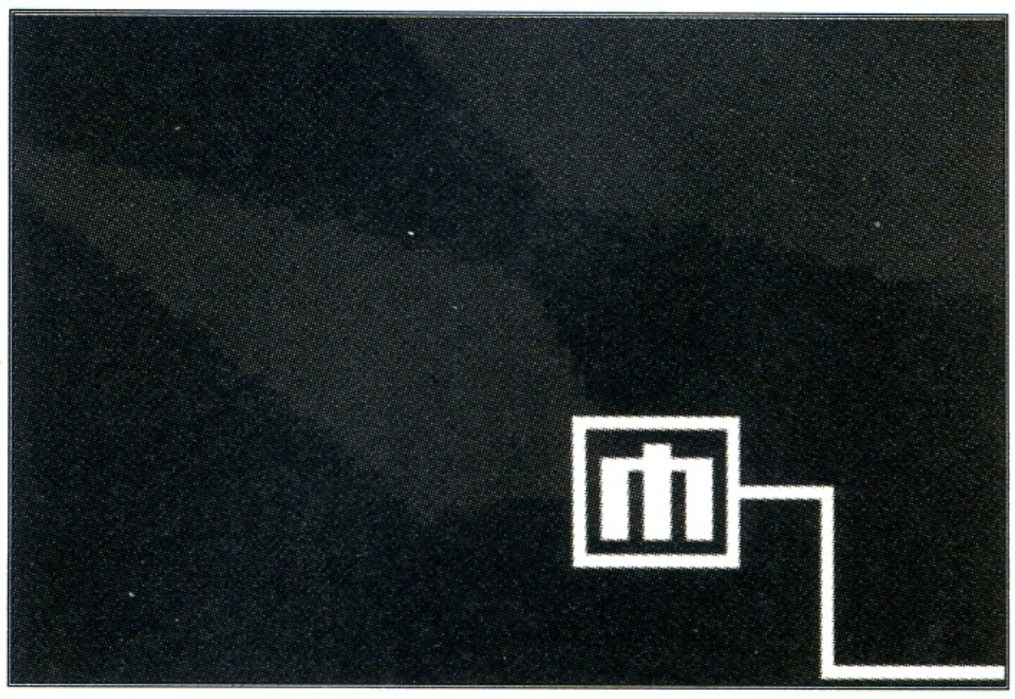
3-D SENSOR: Shows man-made structures in blue and the relative heights of enemy spacecraft as white lines. The triangular zone is your forward field of vision. Anything behind you is darker than items in front.



SURFACE IMAGING DISPLAY (SID): Generates a flat, Planarmorphic projection of the planet with you at the center. The map auto-scales to reflect your altitude.



In all external & virtual cockpit modes, a flashing M at the bottom of the screen to indicate an incoming message. Press F1 or press N to read it directly from the Navicom.



MANUAL FLIGHT & VIEWS

INTERNAL VIEWS

F1: FORWARD VIEW - The standard view forward, showing all cockpit instruments. Press again for a FULL-SCREEN FORWARD VIEW (HOPI-only view with 2-D sensor display).

F2: VIRTUAL COCKPIT - Your viewpoint with eyes independent from the direction of the craft. Use the cursor arrow keys and SHIFT to scroll around the cockpit. Press again to reset.

F3: VIRTUAL COCKPIT TARGET LOCK - Now your eyes follow locked targets as they fly by. If you can take the breathtaking pace, it's excellent for dogfighting.
This view works well with AUTONAV2 (see NAVICOM, page 28). When all targets are destroyed, it snaps back to a full forward view.

EXTERNAL VIEWS

F4: OMNICAM VIEW - Scroll around your craft using the cursor arrow keys and SHIFT. Defaults to a backwards facing view, which is useful for checking on the destruction of installations while leaving the scene. Press again to reset.

F5: MISSILE VIEW - Follow torpedoes to see if they hit their target. Viewing angle can be changed with keys on the numeric keypad. Press again to reset.

F6: OMNICAM FLY-BY - Generates spectacular, movie-like sequences of Inferno in action.

F8: YOU AND THEM - Keeps you and your enemy in sight on the screen.

F9: PLAYABLE CHASE VIEW - An extra wide-angle view of your craft from behind, with HOPI data projected onto the screen to help you fly and fight. Ideal for pilots who prefer arcade-style action, rather than cockpit views.

F10: THEM AND YOU - See yourself as your enemy sees you.

Key N gives access to the NAVICOM screen - One of the most important instruments in your cockpit. Manufactured by Parallax, the system allows any spherical body such as a planet to be mapped as a 2D Planarmorphic projection in real-time. Your craft is shown as a red dot at the center.

Tip: Time stands still when you enter the NAVICOM screen, so don't worry about what's happening outside!

Combat Pods are marked by the letters 'CP', and Regen Chemicals are marked 'RC'.

Using the mouse, you can point to an area of interest and enlarge it by pressing the left-hand button. At maximum zoom, you will be presented with a rotating holographic image of the chosen area. Click on the right button to zoom out again. Grid coordinates are shown on the right of the display and next to the cursor. Press ESC or exit or right mouse button to leave NAVICOM.

NAVICOM may also be controlled with your joystick.

SCORE

The big red numbers show your mission tally.

COMMUNICATIONS DATABANK

Mission-specific messages are received in the cockpit below the sensor display. All incoming messages are stored in chronological order in the NAVICOM. You can scroll through them at your leisure by clicking on the up or down arrow with the mouse or cursor keys.

KEY CONTROLS

Click CONTROL to get a handy overview of all the keys that you have forgotten how to use. It saves searching for the manual every time!

SET MARKER COMMAND

Briefings often describe which grid locations you must fly to. 'Set Marker' enables you to define a waypoint. To set a marker, highlight the command or press S then select where the marker should be on the map by clicking the left hand mouse button. Click again to zoom in and see a holographic image of where you will fly. A marker can be set automatically by clicking on the coordinates within the communications database.

Once a marker is set and you leave NAVICOM, a line appears inside the compass on the HOPI. To steer towards the marker, maneuver until the line inside the compass is pointing to 12 o'clock. Press A until AUTONAV3 is visible in the HOPI, and the craft will steer itself towards the marker. Power settings are up to you. Watch for the Proximity Detector circles to appear, which show you are getting close to the marker. In AUTONAV3, the craft will stop automatically when you have arrived.

IN-FLIGHT OPTIONS

Select this screen to switch sound FX, music and speech on or off. You can also change detail levels, which will help to speed up the action on slower machines. There's also the possibility to toggle between mouse and joystick controllers.

Tip: Pressing ALT D during the game also changes the level of detail.

WEAPONS AND COMBAT POD ICONS

These give an overview of your present load. Currently selected weapons or Pods are highlighted. Click once to get an explanation of the weapon or Combat Pod, click again to select. The vertical lines represent a full load. Numbers indicate the quantity of Combat Pods to a maximum of nine for each type. To utilize pods - select them and then press activate. For more information on Combat Pods see page 22.

AUTO PILOT MODES

There are three modes available, but remember they will detract from style mark. When autopilot is engaged, a message always appears in the HOPI or in the external views.

NOTE: There is a small delay when switching modes, to prevent the craft behaving erratically as you switch from one to another. For more information on Combat Pods see page 22.

AUTONAV1: AUTODOCK - For tired pilots only! You will score no extra points for using this mode. Press A once to initiate autolanding procedures. If you press the D key, you will also see the flight approach corridor. Press A three times to return to manual control.

AUTONAV2: AUTOCOMBAT - Press A twice and your craft automatically chases a locked target, matching speed once it is within your weapons range.

AUTONAV3: AUTOWAYPOINT - Press A three times to engage the autopilot that takes you directly to markers set in NAVICOM. Remember, Turbo speed works well with this mode.

Tip: AUTONAV3 is handy for the virtual cockpit in target-lock mode if you don't mind the autopilot penalty. Switch autopilot off to enjoy the thrill of manual control once your enemy is within sight.

ACT IV

LATER – DEEP IN THE HEART OF THE ALIEN SHIP...

SO, THIS PATHETIC CREATURE IS HUMANITY'S GREATEST WARRIOR?

AWAKE! I HAVE INFORMATION THAT CONCERNS YOU, HUMAN.

BY WALKING INTO MY LITTLE TRAP, YOU HAVE UNWITTINGLY PROVIDED US WITH THE TECHNOLOGY TO BRING ABOUT THE ANNIHILATION OF YOUR SPECIES!

BUT THAT IS NOT ENOUGH, I WISH TO CONTROL YOUR MIND.

WITH YOU ON OUR SIDE, THE HUMANS WILL CRUMBLE.

JOIN US. VICTORY WILL COME EASILY.

NEVER!

I'M AFRAID I DON'T NEED YOUR PERMISSION!

THE CHEMICALS NOW ENTERING YOUR CIRCULATORY SYSTEM WILL TRANSFORM YOU INTO A MORE... SUITABLE... ALLY.

RESISTANCE IS FUTILE.

THE ALIEN CHEMICALS SURGE THROUGH HIS BODY. RACKED BY VIOLENT SPASMS, THE MUTATION BEGINS.

TORN FROM WITHIN, HIS BODY SEEKS TO ESCAPE THE CONFINES OF HIS FLESH.

RENOUNCE YOUR HUMANITY. YIELD TO THE IRRESISTIBLE MIGHT OF THE REXXON EMPIRE.


NEVER!
MUST NOT GIVE IN!
CANNOT BETRAY HUMANITY!
MUST... RESIST.
NO!
NO, NO!
IS THIS THE END..?


ACT V
AAAAAuuuuuGGHHH!!!
GET HIM YOU FOOL!

THE ALIEN CHEMICALS HAVE DONE THEIR JOB WELL.

OUR HERO IS TRANSFORMED INTO A MUTANT BERSERKER.

THE ALIEN WARRIOR IS NO MATCH FOR THE HUMAN'S FURY.

HE BATS HIM AWAY LIKE AN INSECT.

THE ALIEN WARRIOR CANNOT WITHSTAND THE RAGE OF THE MUTATED HUMAN...

BUT THEN...

...HE FALTERS.

THE EFFECTS OF THE ALIEN CHEMICALS DIMINISHES.

COMPLETE REVERSION IS IMMINENT.

STRIPPED OF HIS ALIEN STRENGTH, HE IS NO PHYSICAL MATCH FOR THE ALIEN WARRIOR.

ONLY HIS WITS CAN SAVE HIM NOW.

ACT VI

AAAUUGGHH!!!

THE ALIEN IS STRONG... BUT MINDLESS.

BRUTE STRENGTH ISN'T THE WAY. I MUST OUT-THINK HIM.

AND I THINK I KNOW HOW.

AAAUUGHH!!

NOW'S MY CHANCE TO MAKE GOOD AN ESCAPE.

BUT FIRST I NEED TO RETRIEVE MY HELMET AND BODY ARMOUR.

NOW TO FIND MY SHIP.

AAUUGHH!!

NOT A MOMENT TOO SOON!

AFTER HIM!

AT LAST, MY SHIP!

AND NOT A MOMENT TO LOSE, THE ALIEN WARRIOR IS ALMOST UPON ME.

EMERGENCY TAKE OFF!

GO!

AAAAAIIIIEEEEE!!

CURSES!

NO, YOU BUMBLING FOOL, LET THE HUMAN GO. LET HIM BELIEVE HE HAS TRIUMPHED – FOR TOMORROW THE INVASION BEGINS.

AND SO OUR HERO LIVES TO FIGHT ANOTHER DAY.

THE BATTLE BETWEEN GOOD AND EVIL GOES ON. TODAY GOOD PREVAILS, BUT TOMORROW...

WHO KNOWS?

SOLAR NOVA

MAGNOX

ATMOSPHERE: High temperature, yellowish helium/oxygen mix.

GEOLOGY/BIOMORPHOLOGY: Desert-like with large magma deposits left over from volcanic activity. No indigenous life-forms.

CLIMATE: Extreme day-night climatic variations.

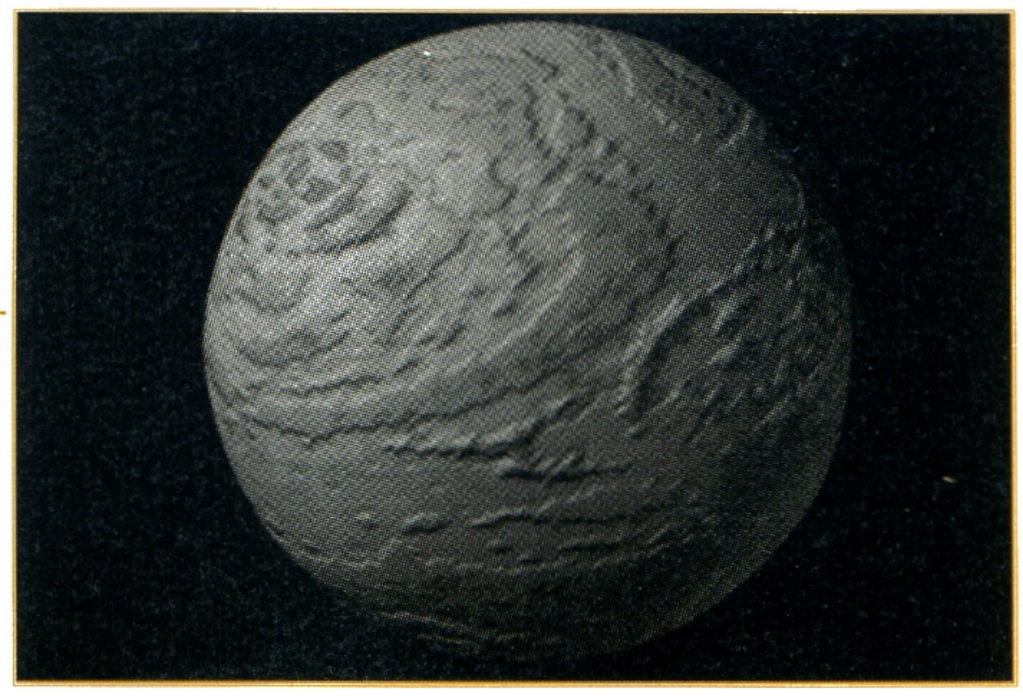
HABITATION: Military bases, small-scale mining and research.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

DEFENSES: Planet bases with two orbital defense platforms.

SPACE STATIONS: One cargo terminal, one habitation.

STRATEGIC VALUE: A primarily military planet, close to Terranova. It passes frequently behind the sun, making it ideal for launching an attack. This also makes communications difficult from time to time. Loss of this planet would be serious.



HYDRA-VERDI

ATMOSPHERE: A blue, watery planet with an oxygen/nitrogen atmosphere.

GEOLOGY/BIOMORPHOLOGY: 95% water covered, with coral reefs and volcanic land masses.

CLIMATE: Regional climatic, with polar regions, temperate zones, and equatorial tropics.

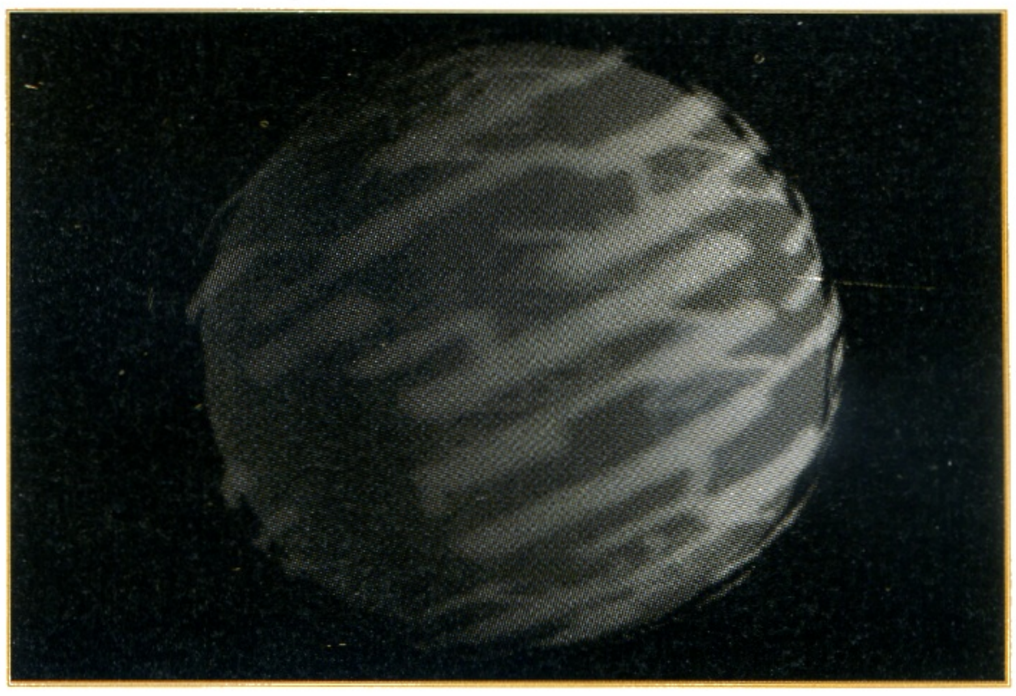
HABITATION: Krill fishing fleets, mineral extraction and military bases.

CORPORATE: Dyna-CORP, Oxy-CORP, Def-CORP, Geo-LINK, Com-TEC.

DEFENSES: Two orbital defense platforms.

SPACE STATIONS: Four cargo terminals and three habitation.

STRATEGIC VALUE: Manned mainly by krill harvesting personnel and plant operatives. It is vital for food and minerals, and close to the homeworld, so its loss would be critical and ensure early defeat.



TERRANOVA

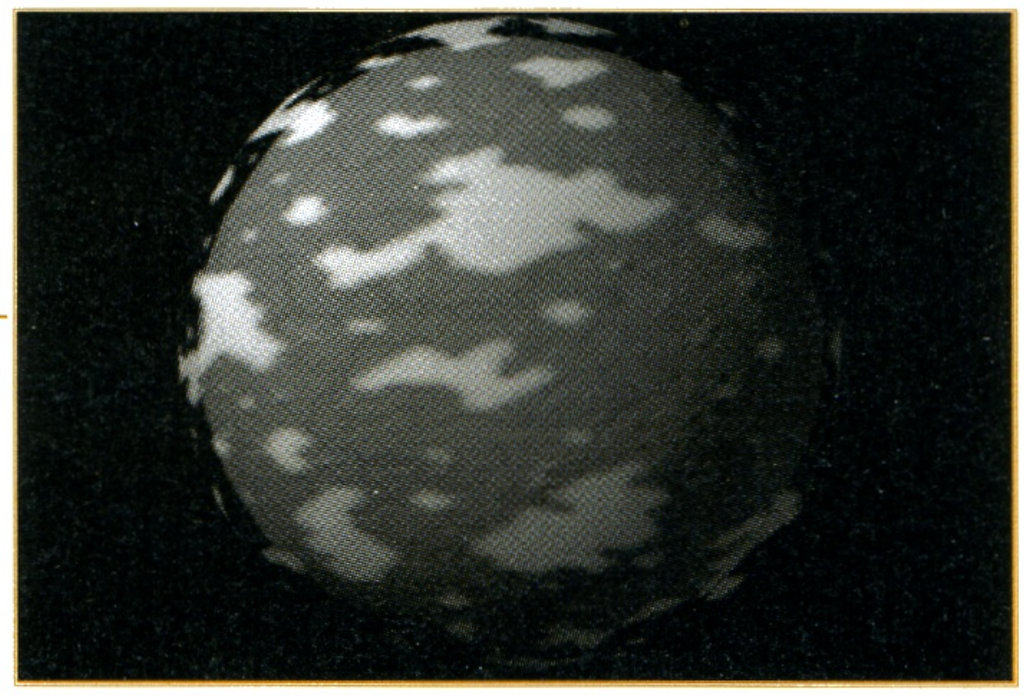
ATMOSPHERE: A green, Earth-like planet, with a breathable atmosphere and synthesized ozone layer.

GEOLOGY/BIOMORPHOLOGY: Mountains, lakes, and oceans with a wide variety of rock, soil and vegetation. Indigenous life-forms in early stages of development.

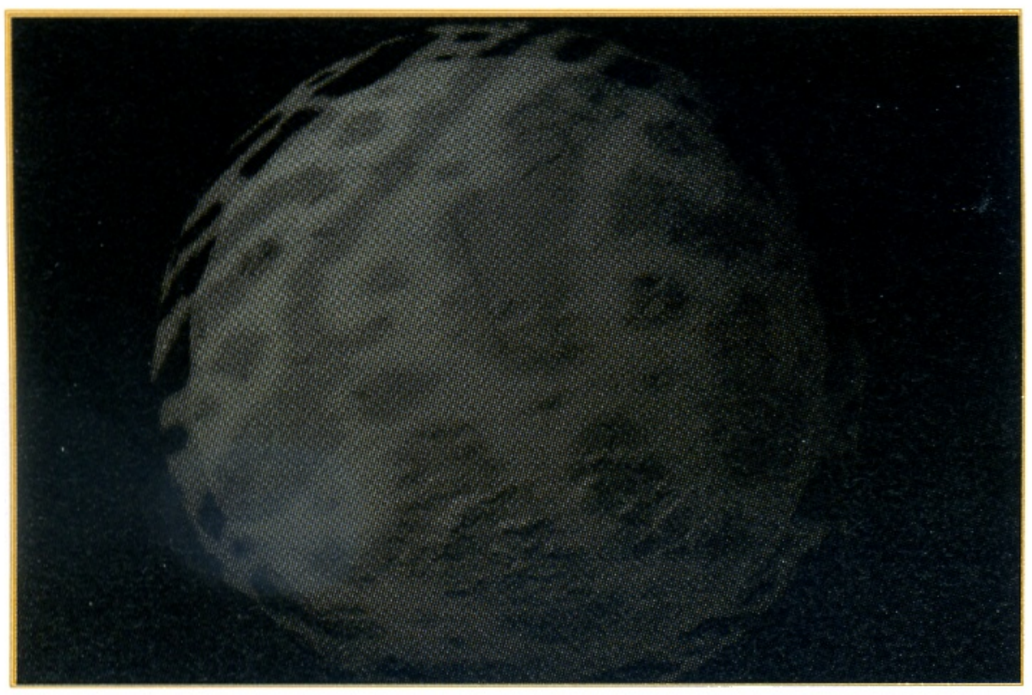
CLIMATE: Regional climatic, with polar regions, temperate zones, and equatorial tropics. Storms occur at the poles and equator.

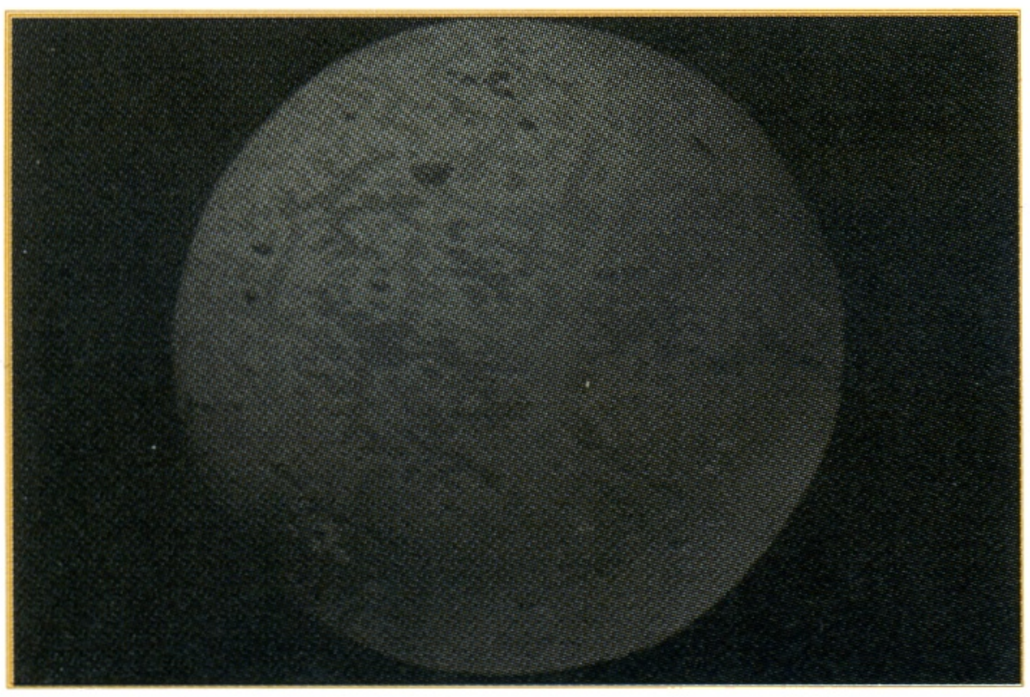
HABITATION: Most of humanity lives here. It is a center for society, agriculture, science and religion.

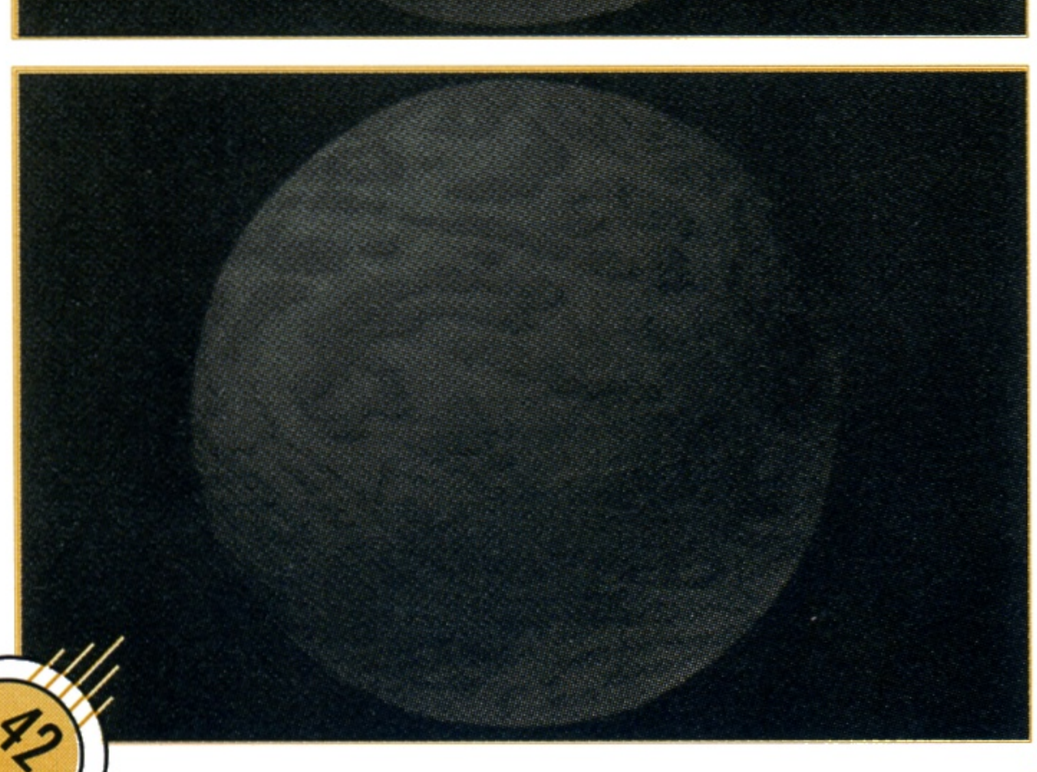
CORPORATE: All corporations have their headquarters here.











DEFENSES: One orbital defense platform, plus shield systems.

SPACE STATIONS: Four cargo terminals and five habitation.

STRATEGIC VALUE: It is the Solar System's seat of power. Lose this and humanity, the Federation - everyone - goes too.

MOON TERRALUNA

GEOLOGY: Flat, desert-like surface with some low mountain ranges.

HABITATION: Military personnel, colonists and scientists.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Provo-TEC.

STRATEGIC VALUE: An important part of Terranova's planetary defense network.

PROTUS MAXIMA

ATMOSPHERE: In the process of being Terra-formed.

GEOLOGY/BIOMORPHOLOGY: Mountains and desert with large toxic pools. Simple, hardy life-forms.

CLIMATE: Evolving as the atmosphere is Terra-formed. Electric disturbances, especially near the shield and Terra-formers.

HABITATION: Highly populated, almost exclusively by military personnel.

CORPORATE: Dyna-CORP, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

DEFENSES: Planetary shield.

SPACE STATIONS: Four cargo terminals and four habitation.

STRATEGIC VALUE: This is the system's military training ground, where you learned to fly and fight. It's also the testing range for secret weapons. Losing this planet would give the Rexxons both a strategic and technological advantage.

MOON 1: ROMULUS

GEOLOGY: Barren mountains and rocky mesas.

HABITATION: Military personnel, colonists, and scientists.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Provo-TEC.

STRATEGIC VALUE: Moons on any planet are always an advantage, because they complicate any attack. Conversely, it's harder work trying to recapture them if they fall into Rexxon hands.

MOON 2: REMUS

GEOLOGY: Flat, desert-like surface with some low mountain ranges.

HABITATION: Military personnel, colonists and scientists.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC.

STRATEGIC VALUE: An important part of the planet's defense network.

SILICA VOSS - The ringed planet

ATMOSPHERE: Sodium gases create the exotic and distinctive yellow light.

GEOLOGY/BIOMORPHOLOGY: Immense silica deposits and other rare minerals distinguish this planet. No indigenous life-forms.

CLIMATE: Dry and cold with gaseous formations at high altitude.

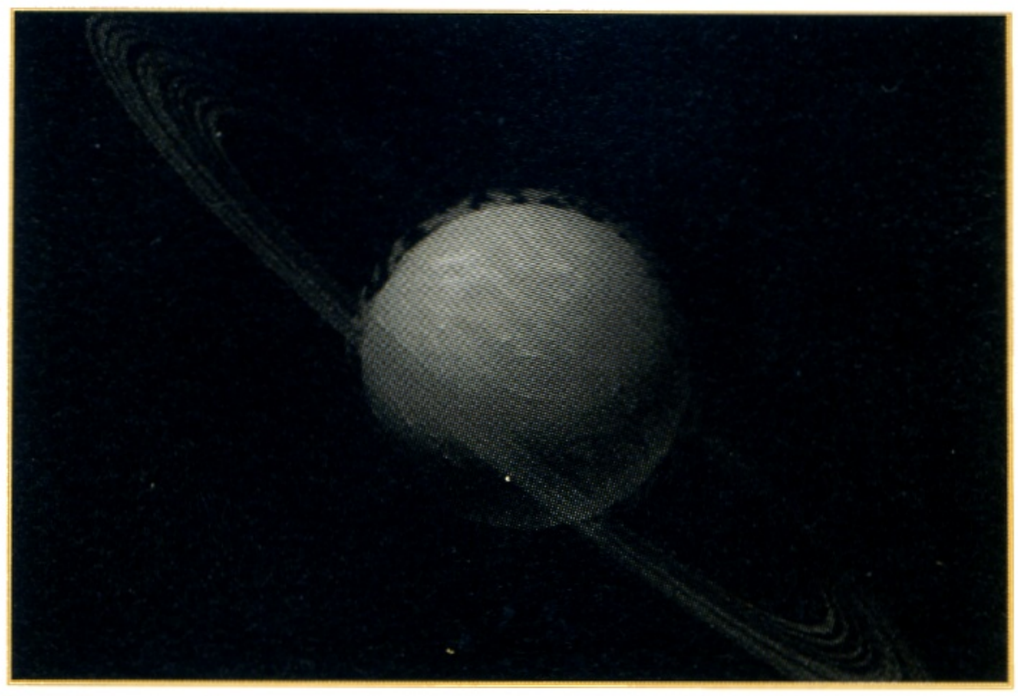
HABITATION: Large mining communities.

CORPORATE: Dyna-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Provo-TEC.

DEFENSES: Planet-based. Moderate.

SPACE STATIONS: Three cargo terminals and one habitation.

STRATEGIC VALUE: As this is the source of humanity's minerals for civilian and military its loss would mean accelerated defeat.



TROON

ATMOSPHERE: Dense sulphurous gases have given rise to a 'Greenhouse Effect', causing very high surface temperatures, despite the distance from the sun. It also has a permanent smell of bad eggs, which you fortunately cannot experience via your PC.

GEOLOGY/BIOMORPHOLOGY: Rocky desert with magma pools. No indigenous life-forms.

CLIMATE: Extreme temperatures. Severe electrical storm belts.

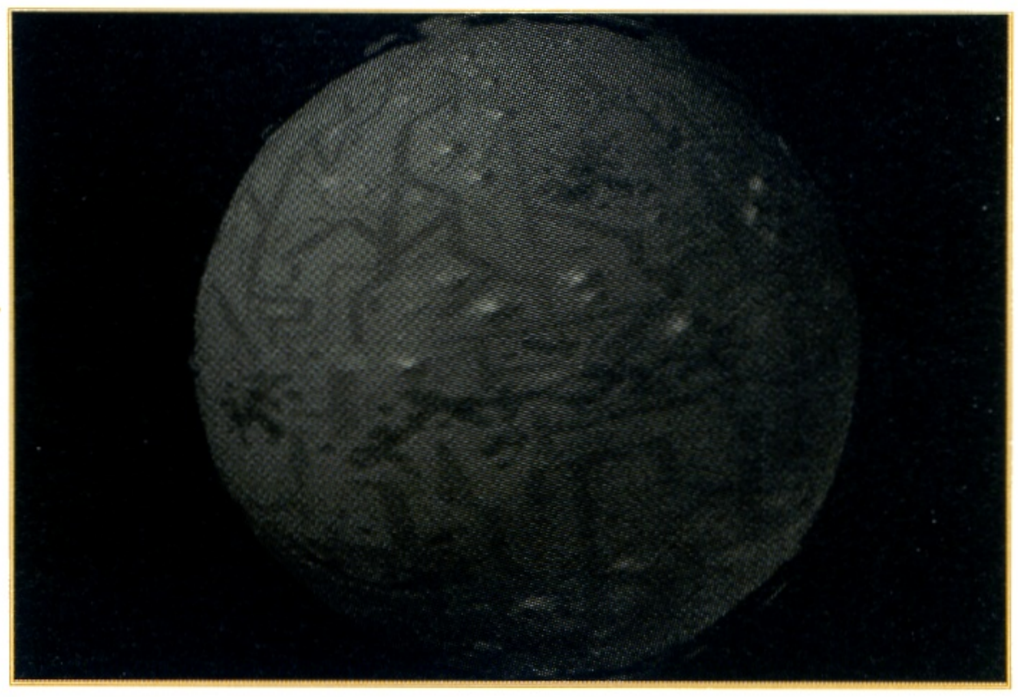
HABITATION: Mainly scientific communities.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

DEFENSES: Planetary shield.

SPACE STATIONS: One cargo terminal, one habitation.

STRATEGIC VALUE: Referred to as 'The laboratory of the solar system', this is where its scientists prefer to work, if not to live. The atmosphere lends itself to a wide variety of experiments.



SIBEX

ATMOSPHERE: A dull, blue planet with a very thin CO2 layer.

GEOLOGY/BIOMORPHOLOGY: Ice and rock formations.

CLIMATE: Extreme cold with violent storms. It's a gloomy place that's dark all year round - both day and night!

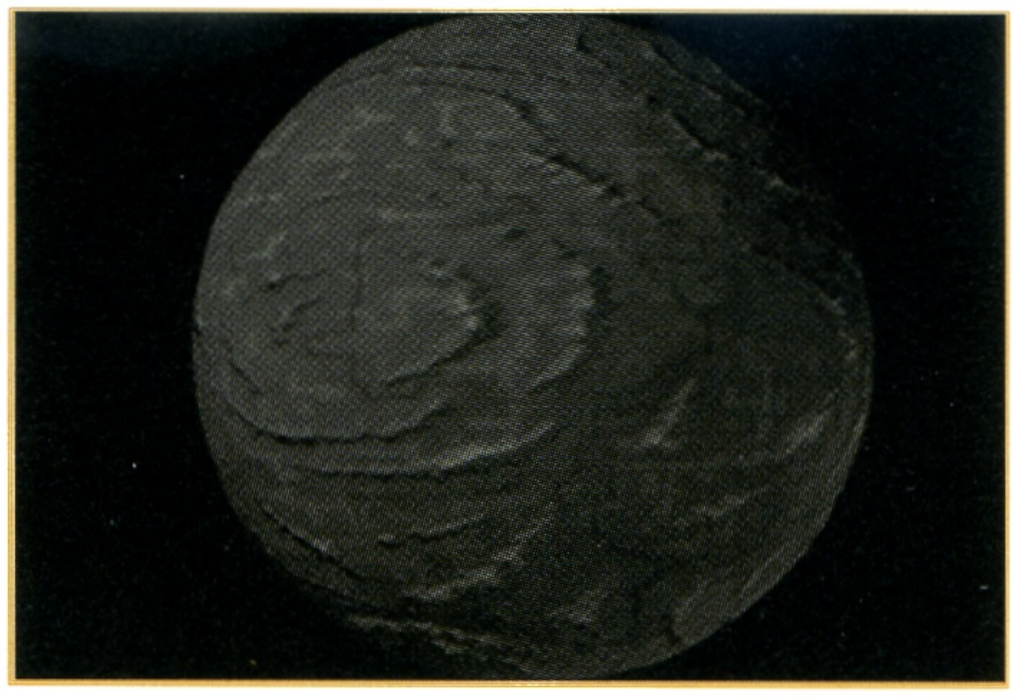
HABITATION: Military personnel with some civilian auxiliaries.

CORPORATE: Dyna-CORP, Oxy-CORP, Ore-TEC, Def-CORP, Geo-LINK, Com-TEC, Sky-NET, Provo-TEC.

DEFENSES: One orbital defense platform.

SPACE STATIONS: One cargo terminal and one habitation.

STRATEGIC VALUE: The early-warning station and first line of defense. Its loss would be very bad for morale, but would not affect your ability to wage war.



THE MAKERS OF INFERNO

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Published by Ocean of America, Inc.
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CHARLIE WALLACE
IAN BOARDMAN
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MYELIN
YOUTH
SUDDI RAVAL
BUTTER FLY STUDIOS

SYSTEM REQUIREMENTS

Inferno requires a 386, or preferably a 486 IBM or compatible PC with either 4 MB of extended memory, or 4 MB of extra disk space if the RAM is not present. The more RAM and disk-space available, the faster Inferno will run. Inferno will run from disks compressed with Stacker™ or DoubleSpace. WARNING: Compression software may cause installation to fail.

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This game has been tested and checked for viruses. Please do not use any form of disc utility as it may corrupt the data and render the disc unusable.

Technical Support:
If you have anyproblems running or playing this game, please contact us either by fax or telephone. The telephone line is open from 8:00 am to 5:00 pm every weekday (except Holidays). The fax is available 24 hours a day.
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